THE
One for ST GAMES

THE DEFINITIVE GAMES GUIDE FOR YOUR COMPUTER

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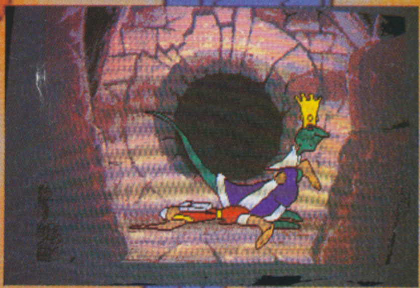
Don Bluth Duo!

SPACE ACE II
Don Bluth's Ace In A Hole!

ANOTHER WORLD
Delphine Fights For Freedom

SPECIAL FORCES
A Rumble In The Jungle With MicroProse



ESCAPE FROM SINGE'S CASTLE
Dirk Re-enters The Dragon's Lair!

TWO FULLY PLAYABLE DEMOS
The New Year Starts Here!

NO DISK? SEE YOUR NEWSAGENT

DISK 6 THE ONE SNEAK PREVIEW

ROBOCOD
Fin-tastic Fun With Millennium's Subaqua Superhero

BARBARIAN II
A Walk In The Forest - Psygnosis Style!

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Disk Format by
Rob Northen Computing

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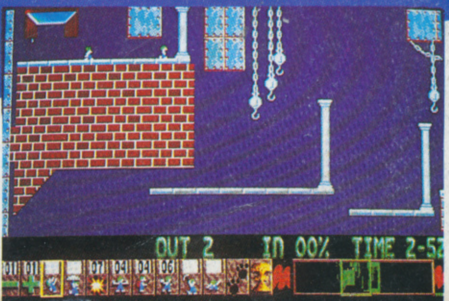
- **MORE LEMMINGS!** – Just When You [illegible] Was Safe
- [illegible] t Heavy With The Hulkster
- [illegible] **ONGER** – Bullfrog Signs Up For
- [illegible] War



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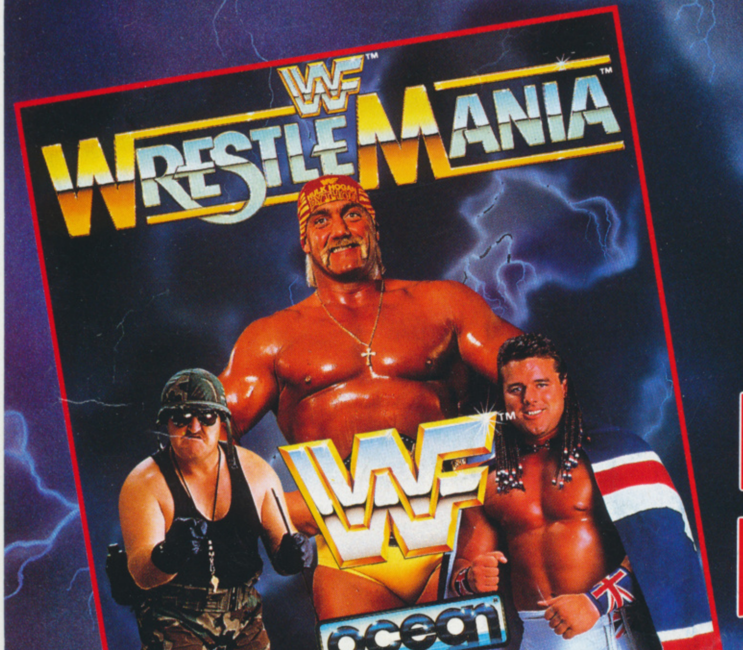
& IN YOUR FACE

WWF™

WRESTLEMANIA™



SGT Slaughter

ENTER THE RIN
FROM YOUR HOME

ocean

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AND THATS
A PROMISE!
WWF
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PYTHON
HULKSTER
RULES
Hulk Hogan
1P
2P
The British Bulldog
BRITISH BULLDOG

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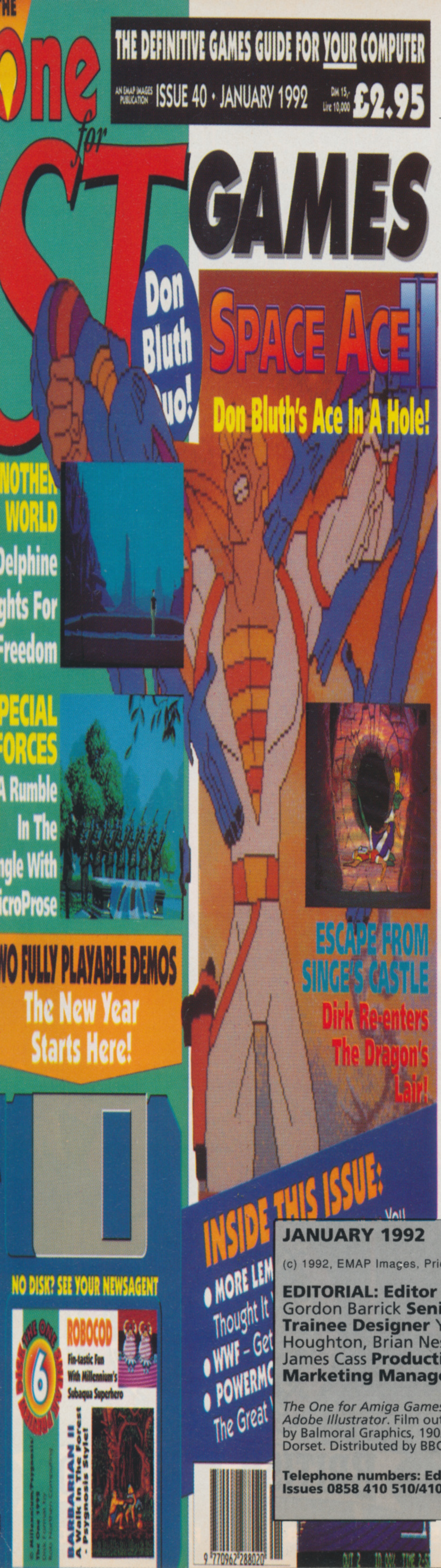
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CON

SO, CHRISTMAS HAS JUST LEFT US and the new year awaits us with fevered hope and bountiful expectations. Big things are just around the corner, and I'm not talking about American wrestlers. Speaking of which, was it any surprise that WWF Wrestlemania stormed the charts this Chrimble? Why is it that Joe Public seems content to buy anything with a brand name on it, no matter how good or bad the product really is? It's a shame that such great works as *Populous 2* and *RoboCod* are overshadowed by the great hype machine, especially as both titles offer far more enjoyability than the usual 'big names'. Everyone moans about how the software market is flooded with rubbish, but is it any wonder when the likes of *Terminator 2* and *WWF* sell so well, regardless of what we 'experts' seem to think? It's really up to you. Make a stand in the new year, listen to the opinions of others, try games before you buy them, don't believe all the hype. If you start demanding quality, you'll start receiving it and then we'll all be happy. Have a good new year and more power to ya.

Ciarán Brennan

48

DON BLUTH, master of computer animations, is back with a sequel to the highly-successful *Space Ace*. Borf's back again and only Space Ace can stop him. Check out our in-depth review.

7 THE SNEAK PREVIEW DISK

Two of the best darn action games we've seen for a long time on one of the most playable cover disks we've seen for a long time. *RoboCod* and *Barbarian 2* are yours for the asking.

10 NEWS

All the news that's fit to print and more besides. Ocean reveals a new dongle, Jeff Minter puts in an appearance and you get the chance to win a copy of *Space Hulk* from Games Workshop.

22 PROFILES

Getting a grilling this month are DMA's Dave Jones, who tells us about life, loves and *Lemmings* and Twilight's Mark Mason, programmer of *WWF Wrestlemania*.

26 LETTERS

The only guaranteed Spurs-free zone in the magazine. No pictures of Gordon Durie, no stories about how they beat Nottingham Forest 2-1 (in extra time) in the FA Cup Final last year and definitely no important topics raised by you, our reader in Dagenham. Well, maybe just one then...

30 WORK IN PROGRESS

Just when you thought you'd seen the last of it, *Plan 9 From Outer Space* is back. As the game nears completion, Ciarán Brennan dons his safety helmet and heads over to Gremlin

JANUARY 1992

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for a look. Also, *Special Forces* from MicroProse, guns, grunts and guts, the perfect way to start a new year.

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Bored of Disneyland? Fed up with Alton Towers? Tamed every ride at Margate? John Cook pays an impromptu visit to Orlando to take a look at some of the more outlandish theme parks.

45 IDEAL COMPILATION

If Tony Crowther were to find himself held captive (groan) on a desert island, what games would he take to help him cope with the (k)nightmare (sorry)? We asked him, he told us and we tell you.

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Here we go! Ten of the latest games to hit your ST, thoroughly dismantled, dissected and generally rummaged through by our panel of experts. *Space Ace 2*, *A320 Airbus* and, of course, *WWF Wrestlemania*. How can you resist?

72 BUDGET

Cheap and cheerful or just cheap and nasty? Jools Watsham takes his monthly look through the best of the current crop of re-releases, all at a knock-down price. They're practically giving them away!

74 ARCADES

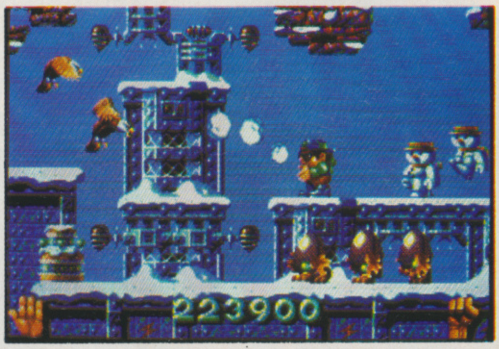
Back from his flying visit to Orlando, John Cook tells us what happens on that side of the pond when he shoves his money in the slot and prepares to qualify. All the latest information on stand-ups, sit-downs, shoot-ats and spin-around-ins from the States.

78 DEMOS

Shareware, Licenceware, Exclusiveware... the latest fashions in the Public Domain are here for you to browse through. Exactly what will your ST be wearing in January?

81 CHARITY COMPETITION

Have we got an amazing offer for you? Yes indeed we have! Now you too can be one of the exclusive few that get to send us some money! There are some prizes too, and just to make you feel better about the whole thing, it is all for charity.



82 TIPS

That man Nesbitt runs riot with the latter part of the mag again. Why we let him is anybody's guess, but at least he offers you the best in advice for the latest games. Bigger, brighter and better than any other tips section, he's got help on, amongst others, *Utopia*, *Magic Pockets* and *MicroProse Golf*.

98 NEXT MONTH

We gaze into our digital ball and let you know what's happening in next month's super, soaraway *The One*.

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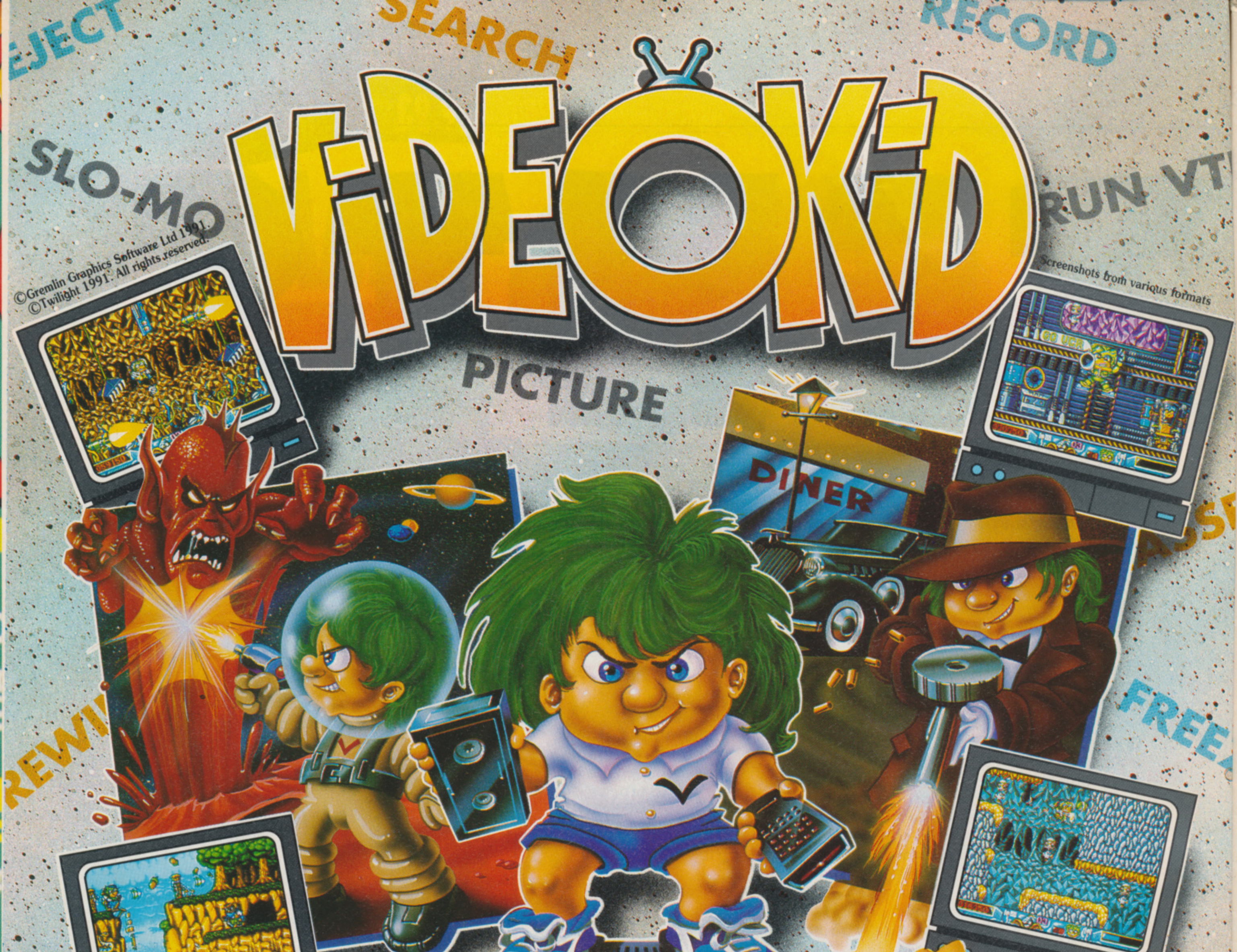
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Screenshots from various formats

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Another blockbuster video bursts onto your screen and you're thinking to yourself, what can that guy do that I can't?. The room spins, you feel invincible and .... CRASH!...

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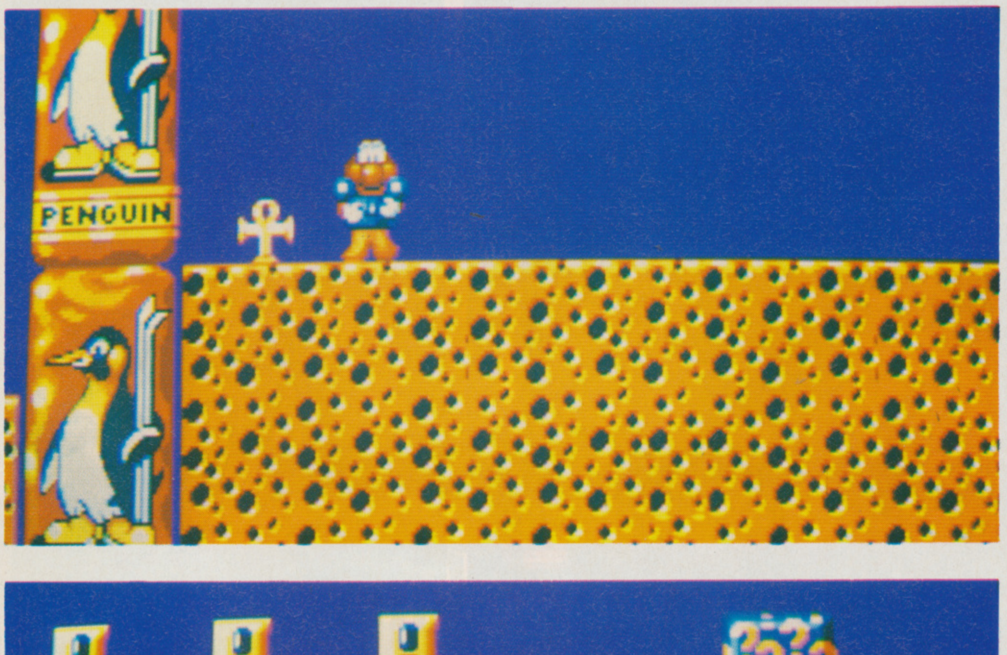
THE ONE
6
SNEAK PREVIEW
DISK

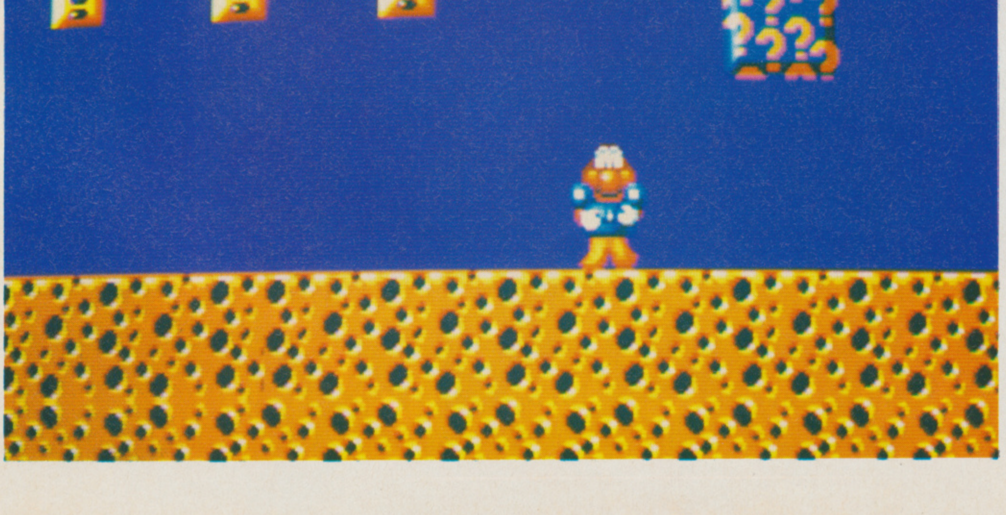
YOU THOUGHT YOU'D SEEN THE LASt of him in *James Pond: Secret Agent*, but as we all know, good villains just never say die. Dr. Maybe is back and this time he's out to destroy Christmas through the use of his dreaded penguin bombs, hidden in Santa's North Pole toy factory. When exploded, the bombs will completely destroy the factory, meaning no toys this Christmas (which would in turn cause a scale of global unhappiness that could start a war).

There's only one thing for it, James Pond, secret agent for F.I.5.H., will have to infiltrate the factory in his RoboCod-expandosuit, destroy Dr. Maybe's evil henchmen and render the bombs harmless. With the help of his robo-car, robo-plane and robo-bathtub (!), Pond has to battle through nine levels (and plenty of sub-levels, bonus rooms, hidden screens etc.) before finally taking on Dr. Maybe himself.

In our sneak preview disk you get to play through three gill-packed levels (with two bonus rooms) not all of which are included in the final game. Slap in your disk, press the correct buttons and away you go!

ROBOCOD





SAVING THE WORLD MADE EASY

To control Robocod, simply use the joystick in the following ways: Left and right moves Robocod left and right (hey, there's a shock!); Up makes Robo jump, while down makes him crouch inside his suit (useful for falling into bad guys and killing them). Fire allows Robo to use his expandosuit to stretch high into the heavens. On reaching a suitable surface, he then grabs hold and is propelled upwards to the higher levels. Bonus blocks are indicated by small squares with 'question mark' motifs and are activated by jumping into them from below. Not all of them contain bonuses, some have severe penalties waiting inside.

☞

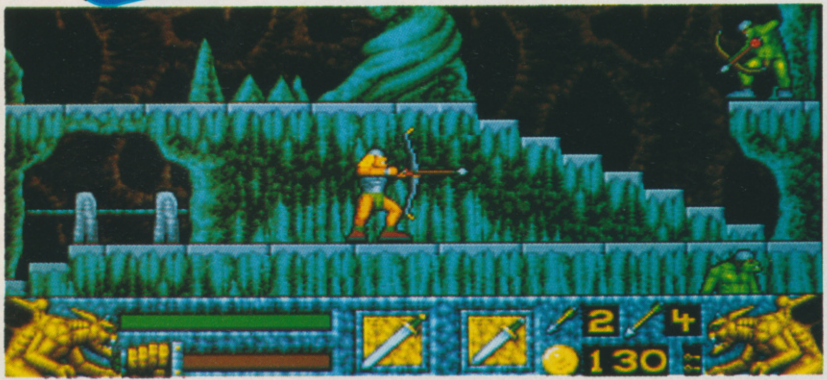
DISK THE ONE SNEAK PREVIEW
6

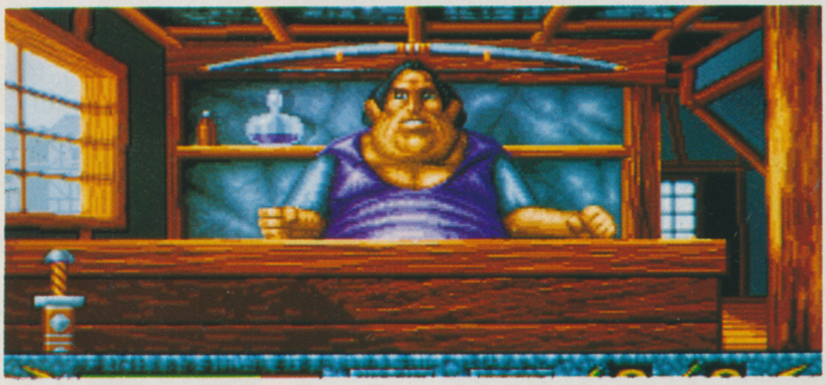
BARBARIAN II

NOT ONLY IS GOOD OLD RoboCod having his fair share of problems with bad guys back from the grave, Hegor, the star of Psygnosis' original icon-driven game, is suffering from the same ailment.

Necron, the original bad guy, has decided that having a sword stuck straight through his heart, his head separated from his body and his innards exposed for all to see just isn't enough to kill him (these modern bad guys eh? Never satisfied!). Now he's back, and this time he's brought all of his foul minions, henchmen and denzines with him.

The whole game contains six levels of blood-letting action, but for the purposes of our Sneak Preview Disk, you get to wander around a small section of the forest from Level One. Everything that moves is a bad guy (apart from the little fairy) and everything that doesn't move can be collected. Bags contain gold and bottles contain either a health potion or a sword-sharpening fluid.





INSTRUCTIONS

There are three control modes: normal movement, unarmed combat and armed combat:

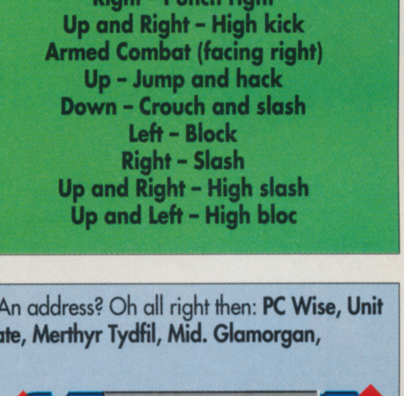
Normal Movement (facing right)
Up – Jump
Down – Duck
Left – Walk left
Right – Walk right
Up and Right – Forward somersault
Up and Left – Backward somersault
Down and Right – Forward roll
Unarmed Combat (facing right)
Up – Flying kick
Down – Low punch
Left – Punch left
Right – Punch right
Up and Right – High kick
Armed Combat (facing right)
Up – Jump and hack
Down – Crouch and slash
Left – Block
Right – Slash
Up and Right – High slash
Up and Left – High bloc

LOADING

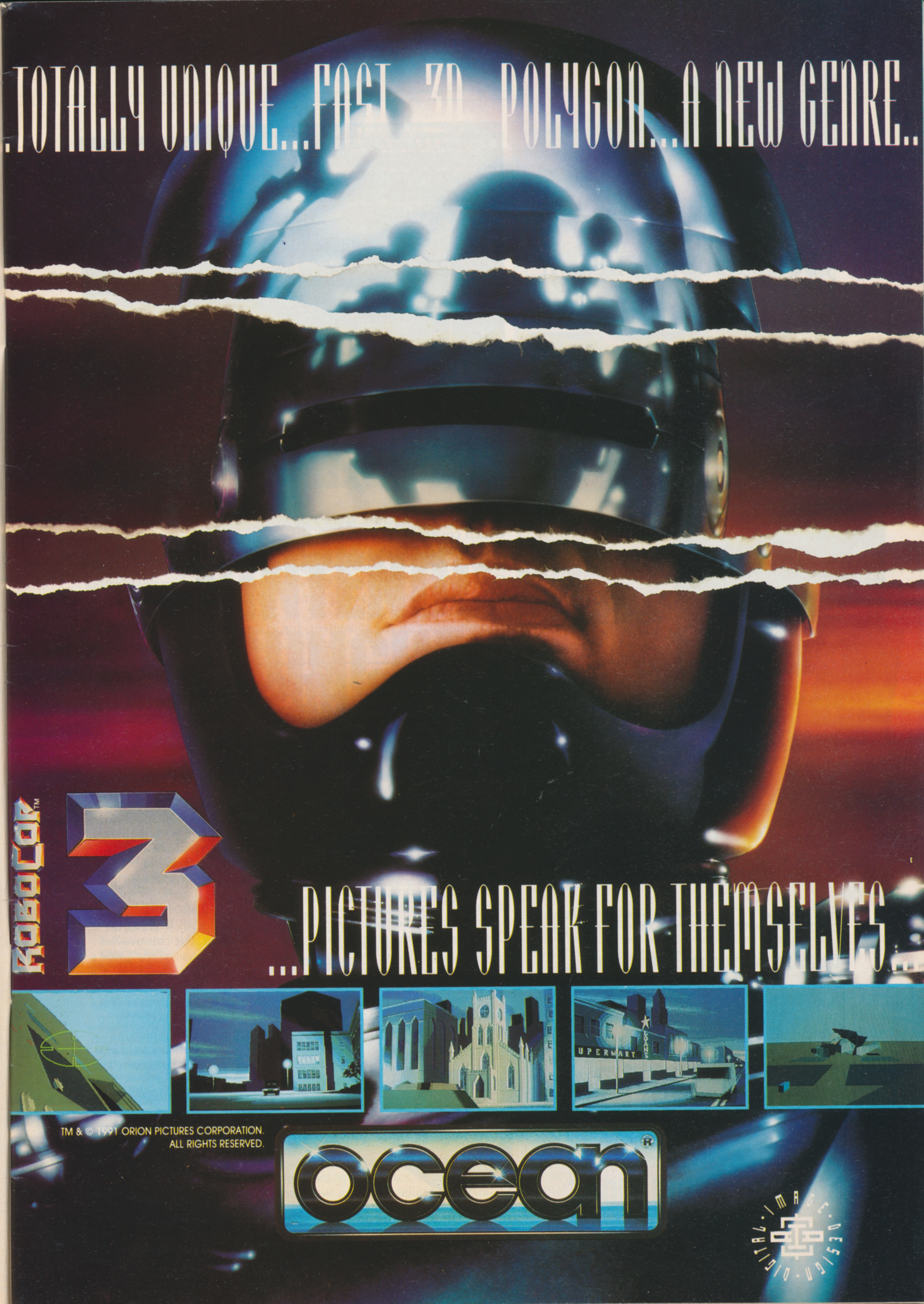
To get started, put your disk in the drive, turn on the power and the menu should appear so quickly you'll think it's a whippet that's been fired from a cannon. You'll be presented with two choices (I know they're hard, but that's life): *RoboCod* or *Barbarian II*. Select the appropriate response, wait a few seconds longer and the game should load up so quickly you'll think it was a rabbit with its tail on fire.

DISK TROUBLES

So, you've settled down to enjoy our Sneak Preview Disk, but instead of Robocod and Barbarian II, you've got some strange game called Error! Disk Unreadable (and even that won't load). Never fear, simply find a suitable receptacle for your disk (and I don't mean the one with the swing-top lid in the kitchen) wrap it up nice and secure and send it to somewhere in Wales. An address? Oh all right then: **PC Wise, Unit 3, Merthyr Industrial Estate, Merthyr Tydfil, Mid. Glamorgan, Cymru, CF48 4DR.**



Your disk is absolutely guaranteed to be 100 per cent free of all known viruses (honest). But just in case one does crop up, we can't, unfortunately, take any responsibility or accept any liability for damage caused. Much as we'd like to, we just can't. A virus killer is your best bet, check out the PD libraries.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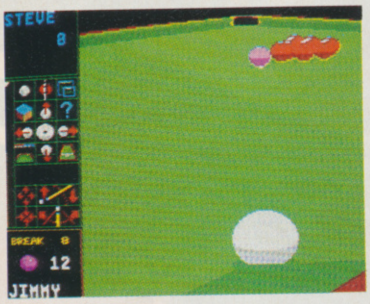
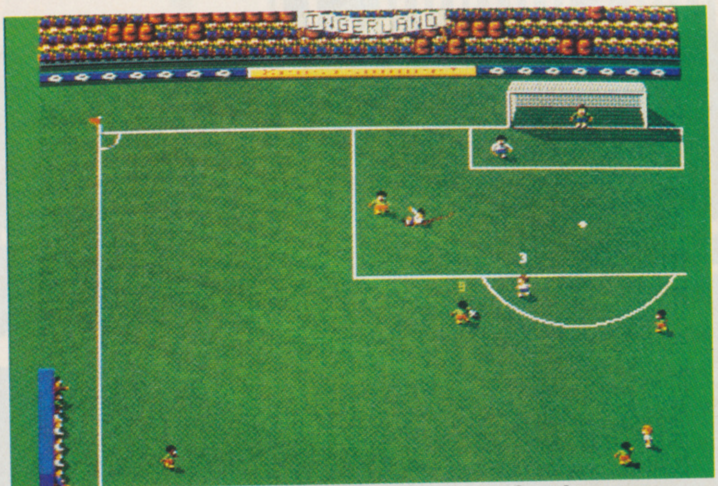
NEWS

JANUARY 1992

you're about to hear it here first, as **GAZZA** makes his comeback ... we launch our all-new **JIMMY WHITE TRICKSHOT** challenge ... show how to make your machine look **BIGGER AND HARDER** than it actually is ... reveal the usual **CHARTS** and **RECOMMENDED** games ... spot the latest compilations ...



AND MUCH, MUCH MORE...



SCORING FOR IMAGE WORKS – Sensible's footie game.

SENSIBLE DECISION?

THOSE KINGS OF 'off the wall' software, Messrs. Jon Hare and Chris Yates, have signed up with Mirrorsoft in a deal which covers their next four titles.

Following the success of ***Mega-lo-Mania***, the next four Sensible Software games – a ***Mega-lo-Mania Data Disk***, ***Mega-lo-Mania II***, ***Cannon Fodder*** (billed as a "strategy wargame with a wacky twist") and the as-yet untitled soccer game – will all appear on the Image Works label.

Commenting on the agreement, Jon Hare said: "If the milkman calls, I left a ten pound note under your slippers."

OCEAN HAS KEY TO PIRACY SOLUTION

IN AN ATTEMPT to curtail the level of piracy which usually afflicts its big releases, Ocean has included a 'security key' with all copies of *RoboCop 3*.

Similar in effect to the old fashioned 'dongles' which occasionally graced the boxes of C64 games, the key plugs into one joystick port and 'talks' to the disk – preventing the game from running without it.

"It's basically a piece of hardware, with a PCB and a chip. It sends information to the disk and vice versa. People can copy the game very easily, but it won't run without the key installed in the machine," explains Ocean's software director, Gary Bracey.

The firm had also hoped to include a key with ***WWF Wrestlemania***, but this proved impossible because of the game's two-player option. However, it's believed that the company which invented the device, Worx For Me, is currently working on a version which will allow both joystick ports to be accessed at once.

Other publishers, including Psygnosis and Domark, are believed to be watching Ocean's experiment carefully and may also decide to employ the device in future releases.

NCY 48%
TIONS 24

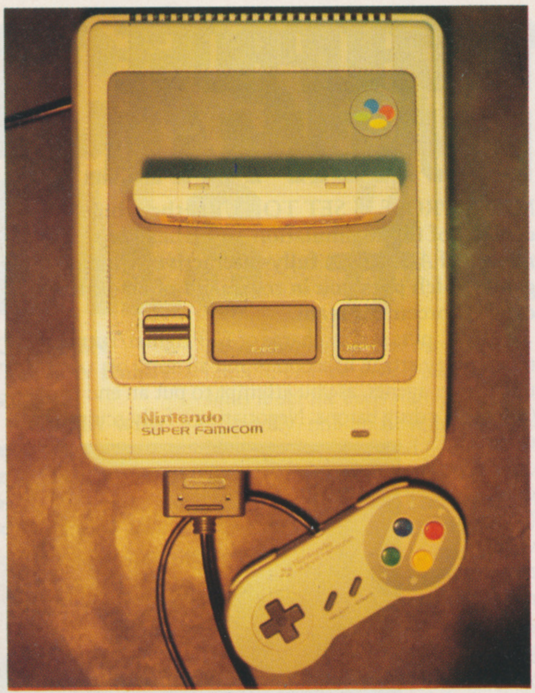
***ROBOCOP 3*: all keyed up.**

NOT TONIGHT, JOSEPHINE

MEDIOCRE NAPOLEONIC BATTLES? Good Napoleonic Battles? No... *Great Napoleonic Battles*! Impressions is continuing its ever deepening tumble into the world of wargames with the release of a strategy package which covers three of the dwarfish French General's scraps: Waterloo, Quatre Bras/Ligny (a little-known pre-Waterloo beano) and Marengo (Napoleon's first victory, which took place in Italy). Available now at £29.99, Great Napoleonic Battles includes a two-player option, variable difficulty levels and a number of separate parameter editors. Try not to get caught up in the rush, eh?

CLASS ACT

THE FUN JUST WON'T STOP for those wacky guys at Europress Software, as they've just announced the fourth in the *Fun School* series of educational packages entitled (wait for it...) *Fun School 4*! To mark this milestone in computing history, managing director Freddy The Frog visited some sick kids and presented them with some computer equipment. All together now... aaaaaaaahhh!



THE FAMICOM: coming soon...

NINTENDO LAUNCHES FAMICOM

NINTENDO HAS FINALLY ANNOUNCED a date for the British launch of its 16-bit Super Famicom console, which has been on sale in Japan for well over a year and was launched in the US (where it's called the Super NES) last September.

The machine will now definitely start appearing on the shelves in mid to late Spring, probably priced at £149 (a good £20 dearer than its closest rival, Sega's Mega Drive).

As far as software is concerned, the console will almost definitely come with a copy of ***Super Mario World***. Other than that there's a huge range of Famicom software already available in Japan and the US from firms such as Nintendo itself, Konami, Acclaim and Manchester's own, Ocean.

However, it's not known at this point if foreign software will work with the UK machine without some alteration – Nintendo has hardware protection built into its 8-bit console which prevents software sold in one country from working with a machine sold in another, and it's likely that it will introduce a similar system for the new launch.

The machine apparently got off to a slow start when it was launched in the States, but Nintendo claims that it has now sold two million consoles and six million games over there.

JOOLS WATSHAM'S WHAT THE STARS ARE PLAYING

Jools Watsham has hardly been away from the phone this month, as he continues in his epic quest to find out what's been tickling the fancies of his buddies in the business.

SENSIBLE SOFTWARE
The inappropriately named ones have a lot of games on the go at the moment: there's *WizKid* (coming soon, we hope!), followed by *Sensible Soccer* (which is a working title only) and *Cannon Fodder* ("*Lemmings* meets *Mega-lo-Mania*" – bizarre!). However, in the midst of all this, they've been getting some play time in. Jon has been busy doing research for the soccer game with *Kick Off 2* (life's a bitch, eh?). He's also been looking at all of the cover disks around and reckons *Another World* looks "amazing." Meanwhile, Chris and Stu have been going hammer and tongs with *Sonic The Hedgehog* (Mega Drive) and *Solitaire* on the PC.

PETE TATTERSALL
(Twilight)
Mr Tattersall has been "too busy to play games," because he's beavering busily at the graphics for *Mega Twins*, *Bonanza Brothers*, *WWF* and *Video Kid* which he says is his best effort so far. However, he remembers that when he did have time he liked *Wizball*, "I've managed to reach level five!" There isn't an arcade in Harrogate, so Pete and the team all trot up to Scarborough where his favourite coin-op is the holographic system, *Time Traveller*, "It's quite amazing," he enthuses.

STEVE SCREECH
(Anco)
Old Screechy's another busy bee, as *Tip Off* has needed more than a little play testing. However, all play (of one game) makes Steve a dull boy, so he's been keeping his hand in with his favourite sporty games such as *Kick Off 2* (slightly biased, I think): "I'm always on it," he says. *Pro Tour Tennis 2* is another favourite of Mr Screech's, while he also likes to potter around with *Jimmy White's Whirlwind Snooker*. To get his adrenalin going, Steve's gets into gear with Geoff Crammond's *Grand Prix* and burns some serious rubber.

STRANGEWAYS
Phoning Strangeways is a weird experience: firstly, Jason Perkins picks up the phone and says "hang on a minute I've got to do something." He then runs away, whereupon (after a considerable wait) Gary Liddon is heard chattering away in the distance, revealing what games they've been playing. First up is the team's own creation, *Apocalypse* (featured in our Work In Progress, last issue) followed closely once again by that Mega Drive classic, *Sonic The Hedgehog* (perhaps they should consider getting together with the guys at Sensible Software?). They apparently "got bored" with *Super Mario World* on the Famicom, and moved quickly on to Jeff Minter's *Llamatron*. After a few minutes more of mindless waffle from Mr. Liddon, we finally get back to the subject of games, where he reveals that the team has "started playing *Supremacy* again." Other games which the boys have dabbled with include *Jimmy White's Whirlwind Snooker*, *Super Tennis* on the Famicom ('to give the image that we're hip 'n' trendy") and, last but not least, *Bonanza Brothers* in the local arcade.

WIN YOUR OWN HULK!

FOLLOWING LAST MONTH'S Work In Progress feature on Gremlin's *Space Crusade* game (which, you'll remember, was its second adaptation of a Milton Bradley/Games Workshop board game following the highly successful *Hero Quest*), we've been asked to point out that all of the characters we used to illustrate that piece came from the Games Workshop's *Space Hulk* board game and remain copyright of that company.

Space Hulk is just one in a long line of Games Workshop board games which have come to be regarded as the definitive table-top RPGs. Set in the Warhammer 40,000 universe, it features the Imperium's battle to stave off threats to its vast empire from other races and civilisations.

The Genestealers are just one of mankind's enemies. Spreading like a cancer through Imperial Space, they ride the derelict space hulks that drift between the far flung planets of the Imperium. They infect and dominate each planet that lies in their way – and the only way to stop this malaise is to destroy the infection at its source.

Space Hulk sees you fight this very battle as a Space Marine, clad in Terminator armour. The game itself includes 30 finely crafted plastic Citadel miniatures, 49 full-colour interlocking board sections to lay out in a huge variety of scenarios, a comprehensive rule book, counters and a mission booklet containing six pre-generated missions and background information on the Imperium, Terminators and the Genestealer threat.

This weighty package would normally set you back £22.99, but as a special treat to readers of ***The One***, Games Workshop is putting six up for grabs in this easy-to-enter competition.

To be in with a chance of walking away with one of these great prizes, all you have to do is answer the following question:

Which software company is producing Space Crusade?

Write you answer in block capitals (along with your full name and address) on the back of a postcard or sealed envelope and send it to: **Space Hulk, The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. The closing date for this competition is Thursday January 30th, so get your entries in now!

MICROPROSE TO LAUNCH A.T.A.C.

MICROPROSE IS SET TO TURN the whole concept of flight simulation on its head with the release of *A.T.A.C.*, a fully-interactive strategy game which puts you in command of an entire drug enforcement team.

A.T.A.C. puts you in charge of B23 Fighter/Bombers, modern-day attack helicopters and an army of undercover agents, as you attempt to put an end to Columbia's drug barons. Negotiating a fully-sculpted three-dimensional world (complete with mountains, roads, cities and jungle plantations) you take full control of the operation, planning strategies, mounting offensives and, naturally, taking direct control over the missions.

"Bravo-7 - target in range and confirmed - commencing attack"

Another major simulation which is just about to appear over the MicroProse horizon is ***B17 Flying Fortress***, a simulation dealing with the massive WWII bombers, as featured in ***Memphis Belle***. As always, MicroProse has incorporated as much realism as possible, with the player taking control of any of the crew positions at any time.

Both games are set for release in the early months of the year. If you need any more information, contact MicroProse on (0666) 504326.

GAZZA MAKES EARLY RETURN

THOSE GLORY, GLORY BOYS AT TOTTENHAM may have to wait patiently until March before the great Gazza can once again proudly don the lily-white livery, but there is one appearance which he *will* be making before that date – on Empire's new *Soccer Stars* compilation.

However, it looks as though the cheeky Geordie may just be upstaged for once, as he's joined on that collection by the all-time computer footie simulation, Anco's ***Kick Off 2*** (which is still played here in ***The One***'s office – at least every lunchtime, and usually any time that the boss isn't looking as well!).

Those two soccer luminaries will be joined by a lesser licence in the form of Audiogenic's ***Emlyn Hughes International Soccer*** and the slightly flawed experiment in 3D footie action that went by the name of ***MicroProse Soccer***.

This four-footed feast of footie action can be yours right now, priced at £25.99.

ON WITH THE SHOW

THE FIFTH INTERNATIONAL 16 BIT COMPUTER SHOW will take place at the Wembley Exhibition Centre between February 14th and 16th. Information and tickets can be obtained from Westminster Exhibitions Ltd., Surrey House, 34 Eden Street, Surrey KT1 ER. Alternatively, you can call the company on (081) 549 3444.

SPEEDY CREATURE

JOYSTICK SPECIALIST SPECTRAVIDEO has launched its first ever mouse, releasing it on the Logic 3 label which has previously only been used for joysticks (the Manta-Ray and Sting-Ray models). Priced at £17.99, the Speed Mouse is switchable for use with that other 16-bit computer (for those of you with less privileged friends). Spectravideo's Ashvin Patel commented: "These days there is a strong overlap between the joystick and mouse market and there is an increasing number of games which are better suited to mice than joysticks."

TRICKSHOT TRIALS #1

WHEN THE GOAL-DEN GOAL COMPETITION finally came to its inevitable conclusion, we were left with something of an empty space here in *The One*'s offices (although the postie wasn't complaining too much, as his back was about to go). So, ever since then we've been looking for something to fill the gap – but what could possibly fill *Kick Off 2*'s illustrious boots?

Jimmy White's Whirlwind Snooker, that's what! Imagine our joy when this excellent simulation came along, complete with its 'save trickshot' facility. Bingo!

It was the great man himself, Archer MacLean, who first suggested the competition, so we immediately roped him in to be one of the judges. A quick call to Virgin Games was all that was then needed, and before we knew it we would have a new competition on our hands.

Then, completely out of the blue came a letter to our very own Brian Nesbitt, from a certain **Lee Noble** of **Northolt in Middlesex**, saying: *"Now that the Kick Off 2 Goal-den Goal thing is finally over, let's have a new competition. How about Jimmy White's Trickshot Trials? It could work along the same lines as the footie competition and the best shots could appear on disk. I enclose two shots to set the balls rolling."*

Spooky, eh? So now we had the idea, the backing and even the first entry, so all we needed was a prize. Enter Virgin. The company behind the game has agreed to put up exclusive T-shirts for the winners, that's one prize each for the two best shots which we receive over the next two issues. Not only that, but the two winners will also play off for a chance to become the official The One Snooker Champion and receive the overall prize, a fabulous £300's worth of Virgin Games software.

Heard enough? Okay then, all you have to do to be in with a shout for this great competition is to send your two best trick shots on disk (if you're not sure how to do this, then check out your manual) to: **Trickshot Trials, The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU***. Make sure that you include you name and address on the disk label, and that you also send us a description of both of the shots on a separate sheet of paper (which must also include your name and address).

This competition will run over two months, but make sure that you get your entry in as soon as possible so that we have more time to judge your shots.

So what are you waiting about here for? Get your cue chalked and start practising.

---

*We regret that we will not be able to return any of your entries, so please don't include S.A.E.s or cash for return postage. We also cannot accept responsibilty for disks lost in transit, so make sure to make a back-up copy of your Trickshot disk before you send it.

THAT WAS THEN ▸▸ JANUARY 90

WE'VE DONE SOME SILLY THINGS IN our time, but this particular silly thing really takes the biscuit. To celebrate the coming in of the new decade and all that, we gave away a 1990 year planner. Our lucky readers could plan for every single day in the year – except for May 31st, which was... erm... missing (red faces all round, but we did sort it out later).

The issue itself began in a colourful way with Sullivan Bluth's interactive cartoon *Space Ace* (a follow up to *Dragon's Lair*). In our review of the same, things looked rosy for Sullivan Bluth as the game clocked up an admirable 92 per cent for Graphics and even the Sound scraped a respectable 88 per cent. Great stuff – but what about the Playability? Ooops! Someone forgot to tell Readysoft to make its games playable. Playability: 50 per cent. Okay, never mind, what about a nice big value rating? At £44.95 a time? You must be joking matey. Value: 32 per cent. In the end, poor old SA was hard pressed to manage a measly 64 per cent overall. A lesson learned? To find out, check the review of the sequel in this very issue!

THE One
ATARI ST
AMIGA
PC
FOR 16-BIT GAMES
£1.60
SPACE ACE
FREE!
GIANT 1990 YEAR PLANNER

Being thoroughly WIPped that month were *Resolution 101*, *Midwinter*, and *Space Harrier*. Having had a pretty bad time putting it together, Mike Hart of Teque said of the latter game: "I know that coin-op people are all very tight-lipped, but I think Sega is the worst of the lot. The people there wouldn't tell us anything!" Sega take note!

Twin tops in the review section were *Operation Thunderbolt* and *Tower Of Babel*, both with 90 per cent. Electronic Arts' *Indianapolis 500* was (in my humble opinion) grossly underrated at 89 per cent.

New in the arcades that month were those firm favourites *S.T.U.N. Runner* and *Block Out*, both destined to be converted (one more successfully than the other).

In our feature on Robots we told you about bush Robots with billions of microscopic fingers: "Bush robots would have the power to dismantle the human brain, neuron by neuron, and replace it with an electronic substitute." So that's what happened to Paul 'brain the size of a planet' Presley!

The first part of our look back at the past decade of computing dragged up some long dead bastions of computer entertainment. How many of these can you remember? The Acetronic machine; companies – Alligata, A'n'F, Anirog, Ariolasoft, Artic, Automata, Beyond (once EMAP's own), Bubble Bus, Bug Byte, adventure genius Scott Adams, developer Chris Butler (are you still out there?), the magazine *Big K* and the extremely sick game, *Babies*, which had you bouncing the little darlings out of a burning building. Oh how we winced when they went squish!

Finally our very own Ciarán Brennan put Ocean boss David Ward through a grilling and managed to evoke the following comments: "Most of our 16-bit only product is already 'original' and we're moving towards a future where more than 50 per cent of all our product will meet this criteria." Really? I don't think so. Then there was: "I don't see a strong 16-bit budget market developing in the foreseeable future." Oops! Things don't look good for The Hit Squad do they?

• Laurence Scotford

TOP 10 JANUARY 1992

1	NE	**MEGA-lo-MANIA**	Image Works
2	NE	**SHADOW OF THE BEAST**	Sizzlers
3	NE	**NEW ZEALAND STORY**	Hit Squad
4	NE	**LOMBARD RAC RALLY**	Hit Squad
5	▼	**JIMMY WHITE'S WHIRLWIND SNOOKER**	Virgin
6	NE	**TV SPORTS FOOTBALL**	Mirror Image
7	NE	**WACKY RACES**	Hi-Tec
8	NE	**BUBBLE BOBBLE**	Hit Squad
9	NE	**DRAGONNINJA**	Hit Squad
10	NE	**FANTASY WORLD DIZZY**	Code Masters

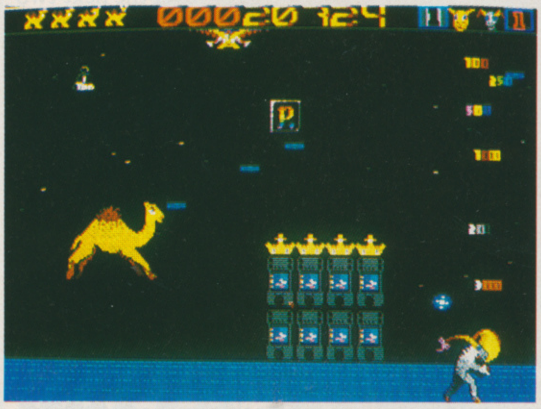
2 YEARS AGO

1	▲	**TV SPORTS FOOTBALL**	Cinemaware
2	▼	**XENON 2**	Image Works
3	NE	**STUNT CAR RACER**	MicroStyle
4	NE	**STRIDER**	US Gold
5	RE	**F-16 COMBAT PILOT**	Digital Integration
6	NE	**ALTERED BEAST**	Activision
7	NE	**THE GAMES: WINTER EDITION**	Epyx/US Gold
8	NE	**INDIANA JONES AND THE LAST CRUSADE: THE GRAPHIC ADVENTURE**	Lucasfilm
9	NE	**LASER SQUAD**	Blade
10	NE	**CONTINENTAL CIRCUS**	Virgin

MINTER'S BACK FOR REVENGE

LIKE, WOW MAN! Love, peace and non-profit making enviro-friendly karma to one and all you heads (or something). Groovy, long-haired and almost all there, star coder and ST lover Jeff Minter is about to follow up *Llamatron* and *Colourspace* with a new Shareware venture.

This time around, the shaggy coding genius is reworking his 1984 C64 'classic', ***Revenge Of The Mutant Camels***. A Llamasoft spokesperson (who was presumably relaying a message which Jeff himself had communicated by some sort of transcendental thought wave) said: "we feel that the time has come for a new public to enjoy it in its new 16-bit form. And of course this is no straight conversion – it has been greatly enhanced without losing its essential playability."



The statement also goes on to claim that: "playability is combined with attractive and bizarre graphics, and presented with a genial sense of humour."

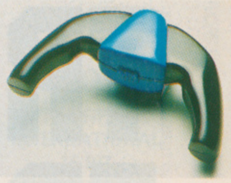
Revenge (etc., etc.) will be available in three separate guises: standard 520 ST, STE, 1040 and TT. Each of these will come with comprehensive instructions and payment details, which will be included on the disk in a 'read me' file.

THE CHEATER'S DIGEST

HAVE YOU BEEN STUCK for the last six months on the first quest of *The Secret Of Monkey Island*? You poor sap! It looks as though you're beyond help, but if you're willing to give it one last try, then a new Public Domain disk called *The Cheater's Digest* might just dig you out of your hole.

Crammed onto a disk with the *First Word* word processor and a couple of other PD programs, the Digest contains hundreds of cheats, tips and hints for the top ST games and is available from PjH Publishing for £4.99.

The compilation is being constantly updated, with upgrade disks available for 85p (including a catalogue for The Big Atari PDL). Interested parties can contact PjH on (0480) 433455, or can write to: PjH Publishing, 4 Manor Close, Brampton, Huntingdon, Cambs PE18 0UF.



SEEN BUT NOT HEARD

REMEMBER THE KONIX CONSOLE? That's right, the machine that caused a big stir in the press but never actually got released. Well, now its innovator is back with another 'revolutionary' concept – the Stealth joystick (above). Marketed by newcomer Ktron, this device is rather unusual in that one of its handles works in the way that a normal joystick shaft would (controlling up, down and so on). It's not exactly caught on like wildfire in the office, so maybe you should ask you dealer for a demo before buying one yourself.

SEYMOUR SAVES THE WORLD

IF YOU'VE FINALLY TIRED of the *Dizzy Collection* (last issue), then you could be interested in Code Master's latest offering, *Super Seymour* (an environmentally friendly game). Starring the Coders' latest 'star', (yes!) Seymour, the game is available now, priced at £7.99.

A320
A·I·R·B·U·S

...has landed.

developed in cooperation with
Lufthansa and Deutsche Airbus

RECOMMENDED

Want some new software to start off 1992 with? Then look no further than this, our regular round-up of the best half dozen from the last three issues.

POPULOUS II

96%

Everything that *Populous* was and more, with the player attempting to wrest control of the world from an opposing god. Among the highest marked game ever – recommended for egomaniacs everywhere.

MICROPROSE GOLF

90%

There's only one golf game worth buying for the ST (guess which?). This 3D simulation allows you to adjust everything from your stance to the height of the tee – even the way the shot is viewed.

ROBOCOD

93%

Marine hero and all-round cute guy, James Pond is back and better than ever. This time he's a fish out of water in a Christmassy extravaganza. Easy to play and impossible to put down.

RAILROAD TYCOON

91%

First Steel delivery!
Revenue: $74,000

Sid Meier knows how to produce absorbing games, and this historical railroad strategy number is no exception. The best train set you're likely to get your hands on for a long time to come.

UTOPIA

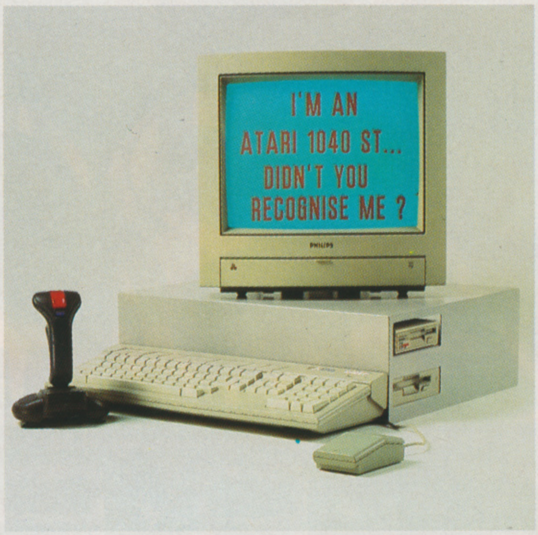
93%

Like *Sim City* in 3D, this Graeme Ing creation has you trying to build the perfect world. Easy? Not when there's a horde of homicidal alien maniacs on the loose. Definitely one of the better god games of recent times.

FIRST SAMURAI

89%

Vivid Image adds to the massed ranks of beat 'em ups with a monstrous hack and slash extravaganza. Listen out in particular for the unbelievable sound effects – wowza!



ROOM FOR EXPANSION

WOULD YOU LIKE your ST to have its own delightfully colour-matched casing, so that you could put your monitor on top of it?

Would you prefer if this casing had room for an extra disk drive? And would it make you feel good if this casing was manufactured from 1.2mm steel by AVA Developments, and simply called the Expansion Stand.

And, most of all, would it make your day if it was fitted with protective rubber feet and cost £29.95? If you've just answered yes to all of these questions, then your prayers have been answered.

NERS ... WINNERS ... WINNERS ... WIN

AND NOW LADIES AND GENTLEMEN, the moment that you've all been waiting for. The winners of all of our recent competitions, beginning with one of the most amazing prizes we've ever offered…

Over two issues (September and October 1991), those excellent folks at Lucasfilm offered one lucky reader the chance to visit its Californian HQ (along with a member of *The One*'s staff, of course!). The winner, who decided that he'd like to go with the ed., so that he could meet his double (Chewbacca!) was Cheshire's own Simon Walmsley. Congratulations Simes, see you at the airport!

There are obviously many, many fans of multi-player games out there, as you all decided to have a shot at our Tecnoplus 'four-play' competition (October 1991). Anyhow, the two lucky readers who'll each be receiving a Tecnoplus four-play pack (including joysticks and games) are: J. Baldwin from Swindon and Andrew Ingham from Keighley. Also, a further 10 runners-up will each receive a pack of 10 disks and a copy of Gremlin's *Super Cars*. They are: D. Harding from Cambridge, Mark Taylor from Newbury in Berks, Conor O'Mahony from Co. Cork in Ireland, Kieran Purcell from Alexandia, R. Haynes from Exeter, Osian Meredith from Wrexham in Clwyd, Paul Doxey from Worksop in Notts, Paul Bonnefin from Leyton in East London, Tahawar Khan from Southall and finally Ian McGillivray from Liverpool.

Critters… erm… yes well. In our November issue, Crittercal Computers kindly put up a lovely, cuddly and rather squishy Critter (they're those cuddly toy things that you stick on your monitor) for the winner of this all-too-easy to enter competition – that lucky, lucky person turned out to be Anthony Hogg from Nottingham. All the best Anthony – hope your friends still call around.

Also, in our November issue, peripherals firm Addxtra offered five prizes of half-meg upgrades, which went to Chris Thorley from Stockport in Cheshire, Amanda Murdoch from Norwich, Jonathan Cadden from Londonderry, Peter Biggs from Poole in Dorset and Ross Sillifant from Devon. And that's not it! A further five winners also won a joystick/mouse switch each for their efforts. They are: Paul Wiltshire from Sidcup in Kent, David Cornforth from Cheshire, Nigel Holloway from Norfolk, T. Walkerson from Hants and Alec V. Styles from Bute.

And that's it! Watch out for more winners next month…

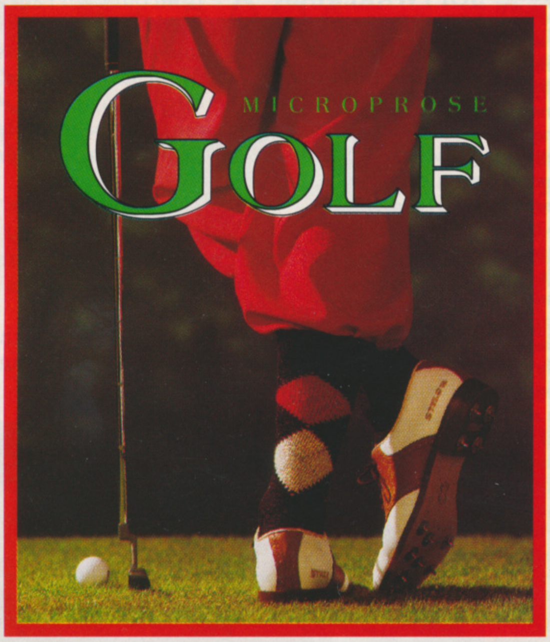
JUST FOR STARTERS

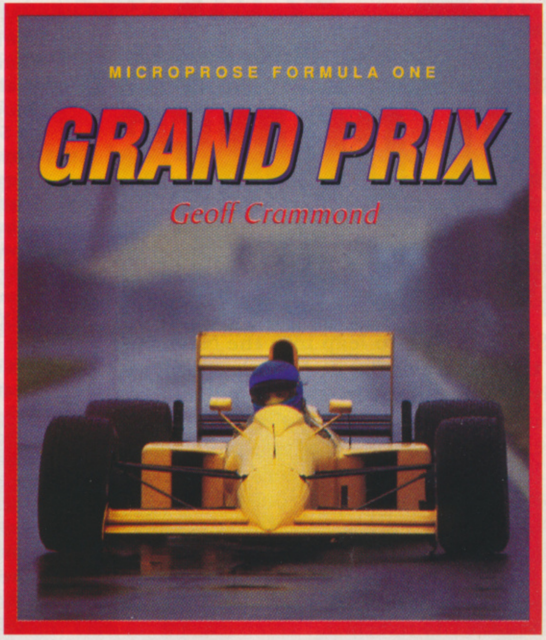
THE TECNOPLUS RANGE of peripherals has just expanded with the release of a 'starter pack', which costs £34.99 and includes *STOS*, *Prince Of Persia*, a joystick, mouse mat, dust cover and cleaning kit.

CORRECTION

EAGLE-EYED READERS will have noticed that on last month's cover we billed the disk as containing two 'fully playable' demos. This, of course, wasn't the case, as the *RoboCop 3* demo was purely a scrolling taster for Ocean's 3D blockbuster. We would like to apologise for this mix-up, which unfortunately was out of our control (due to the fact that the cover is occasionally printed before the disk is duplicated) and pledge that we will make every effort to ensure that the mistake is not repeated. Also in last issue, we reviewed Ubi Soft's hex-based war game, *Battle Isle*. We have now been asked by the publisher to point out that this game will not be released on the ST after all.

When
sport gets serious...


MICROPROSE
GOLF


MICROPROSE FORMULA ONE
GRAND PRIX
Geoff Crammond

At MicroProse we're serious about sport.
Because we know you are.

But it's only a game.

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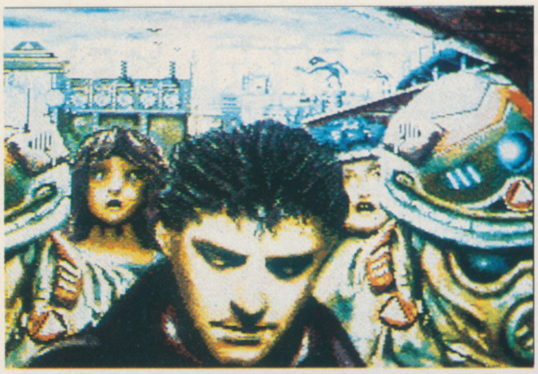


UBI COMES IN TO B.A.T.

UBI SOFT IS SET to leap into the New Year with the release of *B.A.T. II*, follow-up to its highly successful futuristic role-player.

Set in Roma 2, the capital city of Shedishan (a planet in the B8 system), the game promises more than 200 screens, an all-new sound system, four separate flight simulators (and one driving game), numerous confrontations and a choice of either strategic or arcade action.

The player takes the part of Bureau of Astral Troubleshooters special agent Jehan Menasis,who's sent in to the city to help out another agent, Sylvia Hadford, whose life has been threatened. Together, the pair go on the trail of the Koshan, an evil and dangerously powerful leader.

Following two years (!) of work, B.A.T. II is now nearing completion. Watch out for a release some time next month.

KONIX RELEASES CODERS' FOUR

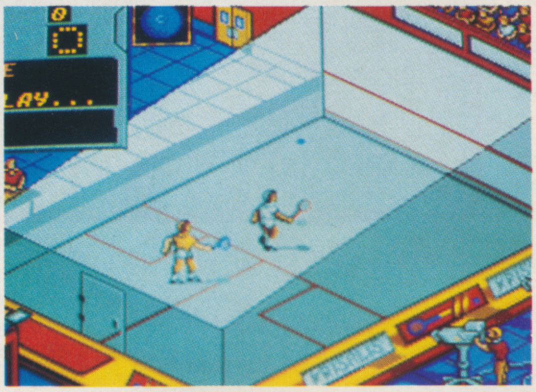
JOYSTICK MANUFACTURER Konix, has teamed up with budget specialist Code Masters to bring you a unbeatable deal. The *Mega Pack* combines a Speedking joystick with four games: *Treasure Island Dizzy, MiG-29 Soviet Figfhter, Pro Tennis Simulator* and *BMX Simulator*. The Mega Pack is currently retailing at £19.99 from all good high street stockists, but if you don't fancy going out in the cold, try entering our great charity competition later in this issue, where 20 of the packs are up for grabs.

KRISALIS TO GET SPORTY

KRISALIS SOFTWARE HAS JOINED the current compilation battle with the release of *Champions*, a mixture of action and strategy games tied together by a common sporting theme.

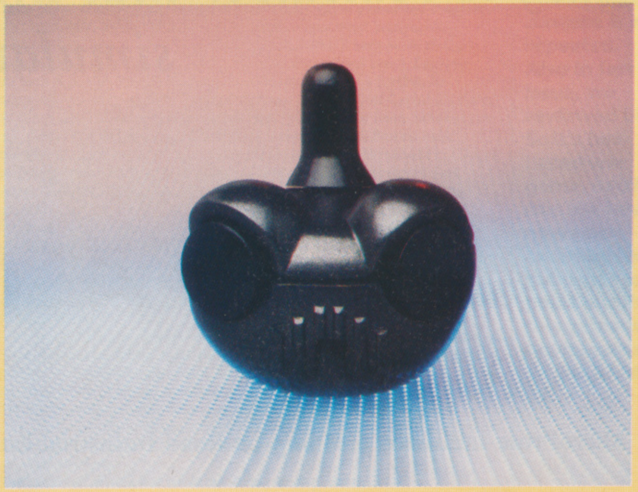
The three-game collection consists of the unbelievably wonderful ***Jahangir Khan World Championship Squash*** (which received a remarkable 91 per cent from our own Paul Presley), the unbelievably successful ***Manchester United*** (the original) and the… erm… unbelieveable ***World Championship Boxing Manager***.

Champions is out now, competitively priced at £19.99 – and everyone at Krisalis says that they're "very excited about it" (they should really get out more!).



GRAB YOURSELF A BUG

WHAT IS THAT THING DOWN THERE? Believe it or not, it's a Bug – the latest joystick from that wacky crew at Cheetah. Named for obvious reasons, the bug is a whole new style of joystick, featuring smooth handheld comfort, two large fire buttons (the eyes have it!), a short, steel-shaft and eight super-sensitive microswitches.



This (ahem!) original joystick would usually set you back £19.99, but as a special Happy New Year promotion Cheetah is happy to offer five of these little creatures to the readers of ***The One*** who take part in this simple to enter competition. Not only that, but a further 10 runners up will receive a T-shirt for their troubles.

Interested? Of course you are! So, to get your hands on one of these great prizes, all you have to do is answer the following simple question…

What was the name of Disney's famous Love Bug?

Send your answer on the back of a postcard (or a sealed envelope), along with you full name and address to: **Only Buggin', The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. Entries should reach us by last post on Friday January 31st, and please remember to write clearly in block capitals (because if we can't read your answer, name or address, then you haven't got a hope, have you?).

SPACE MUTANTS™ ARE INVADING SPRINGFIELD!

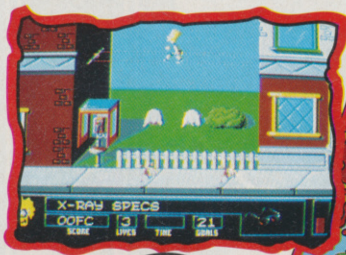
That's right man!
A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL HUH?

Anyway, yours truly is the only one who can see 'em!
I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

BUy THiS GaME!
Thanks man.

BRAND X SPRAY PAINT
MATT GROENING


X-RAY SPECS
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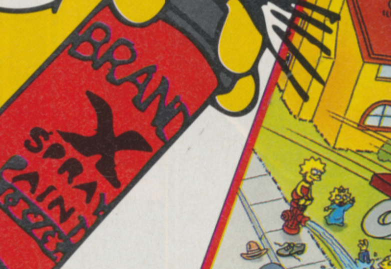
SCORE LIVES TIME GOALS

THE SIMPSONS™
BART VS. THE
SPACE MUTANTS
BRAND X SPRAY PAINT
MATT GROENING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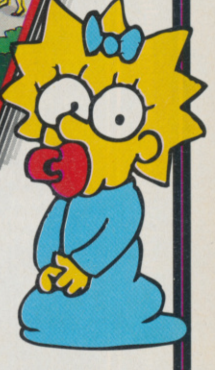
SCORE LIVES TIME GOALS



IBM PC
AMIGA
ATARI ST
SPECTRUM
COMMODORE
AMSTRAD

Acclaim® entertainment, inc.

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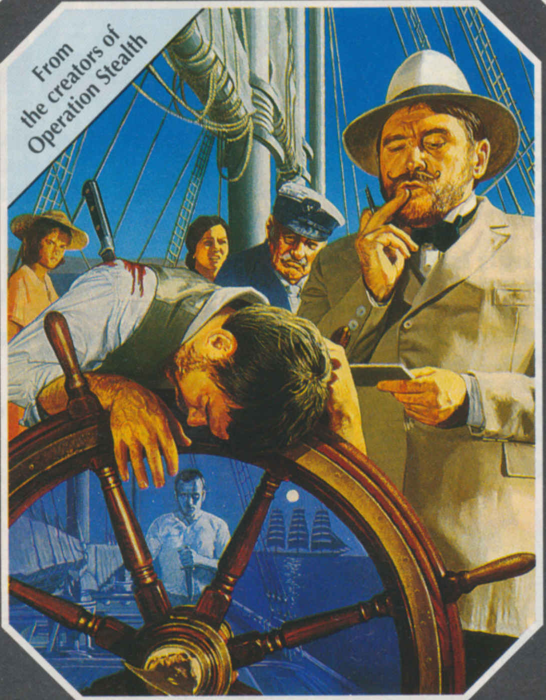
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

THE MARK

CRUISE FOR A CORPSE


From the creators of Operation Stealth

AMIGA

CRUISE FOR A CORPSE
Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime - the murder of his host Niklos Karaboudjan, the Greek shiping magnate. It's up to Raoul to throw some light on this sinister mystery!

- *Wide range of actions including the option to question other characters in true Agatha Christie style.*
- *PC version features 256 colours, AdLib™ & Roland™ sonic support.*
- *Amiga Version features 32 colours.*

AVAILABLE ON: ATARI ST, AMIGA & PC (EGA, CGA, VGA, TANDY AD-LIB™ & ROLAND™).

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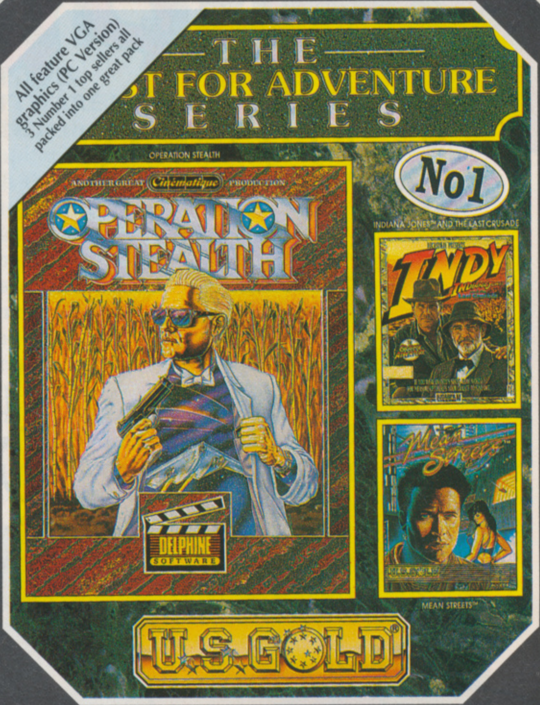
THE QUEST FOR ADVENTURE SERIES No. 1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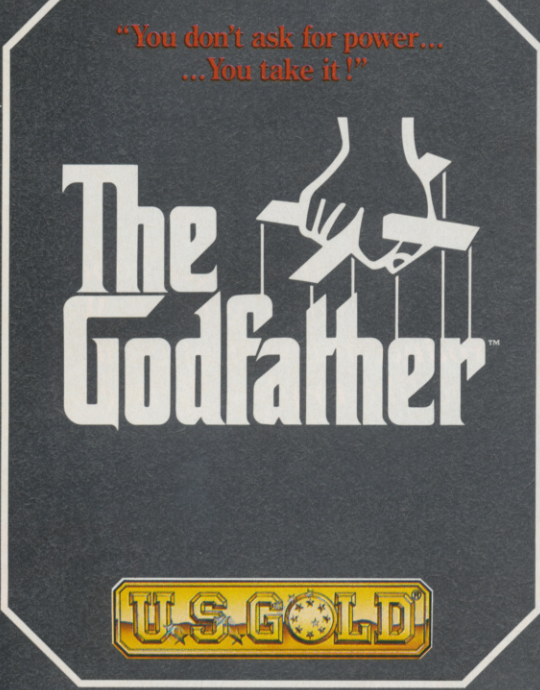
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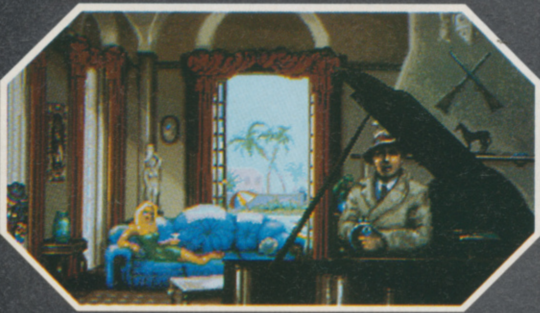

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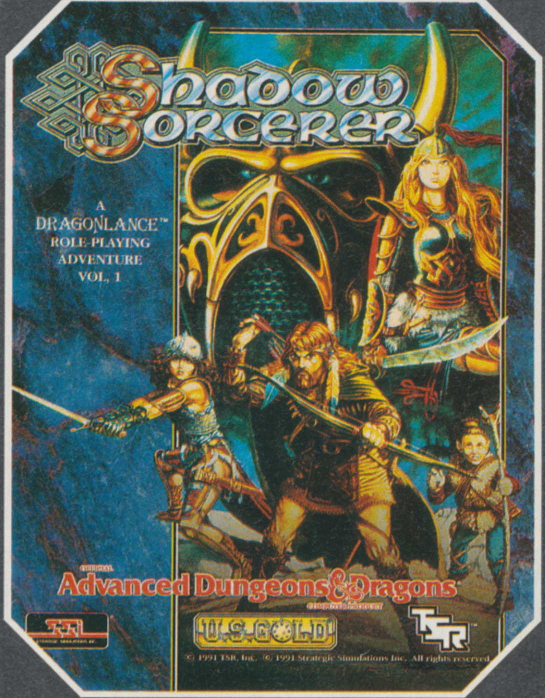
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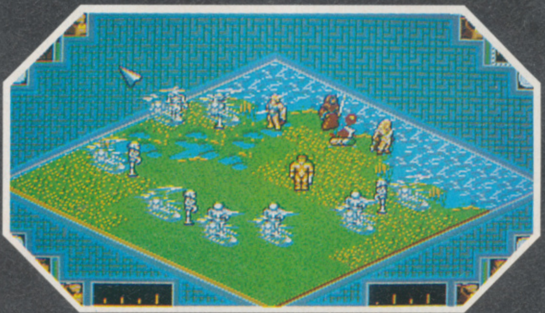

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"We just try to get good, smooth, playable games. We produce the sort of games that we like to play. Between us we have a lot of experience."

Twilight Software – Mark Mason is on the left.

MARK MASON

Programmer for Twilight

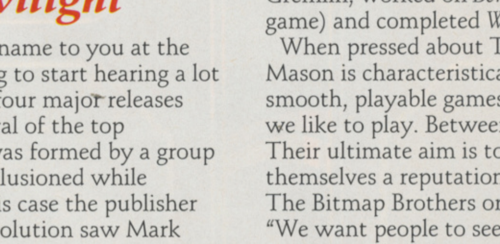
TWILIGHT MAY NOT BE a familiar name to you at the moment, but it's one that you're going to start hearing a lot more of in the near future, as its first four major releases start seeing the light of day. Like several of the top development teams today, Twilight was formed by a group of programmers who had become disillusioned while working directly for a publisher. In this case the publisher was Enigma Variations and a mini-revolution saw Mark Mason, Steve Tattersall, Andrew Swans and several others splitting to set up as an independent development team.

Since none of the team had any sophisticated development equipment, or any money to buy it with, the operation was initially run on a very small scale from one of their homes. Their first games were budget products which they're not particularly bothered about anyone remembering. However insignificant those first games were though, they provided the funds for the necessary equipment to begin approaching major publishers.

One of the major players in Twilight is programmer Mark Mason. He's a relatively late starter as far as programming is concerned, having got his first computer in 1983. His early experiences with that machine made up his mind for him – he wanted to be a games programmer.

His first break was with the Northern development team Imagitec who offered him some freelance work as an Amiga programmer and from there he went on to join the fledgling publisher Enigma Variations. Meanwhile, there was time for other freelance projects, including *Netherworld* and *The President Is Missing*.

Once Twilight was properly up and running it wasn't long before the work started to flood in. First off the mark was US Gold who offered them the conversion of *MegaTwins*, which they began in January. Since then Twilight has come up with an original game, *VideoKid*, which is to be published by Gremlin, worked on *Bonanza Brothers* (another US Gold game) and completed *WWF Wrestlemania* for Ocean.



When pressed about Twilight's development philosophy Mason is characteristically reserved: "We just try to get good, smooth, playable games. We produce the sort of games that we like to play. Between us we have a lot of experience." Their ultimate aim is to build themselves a reputation like that of The Bitmap Brothers or Bullfrog. "We want people to see our name and know that the game is good."

Mason says he will be happy as long as the projects Twilight is tackling keep changing. He'd like to do more arcade conversions and some original work as well. Variety, as they say, is the spice of games development. Particular projects that he has in line are some sort of isometric game and a car game. "The semi-3D stuff will be a nice change, it's something I've never tackled before," he declares. He also wants to start developing games for the Sega MegaDrive. "Because we're good at arcade games we'll gradually move over to the console side," he says.

SOFTOGRAPHY

- ***Megatwins***
- ***Wrestlemania***
- ***Bonanza Brothers***

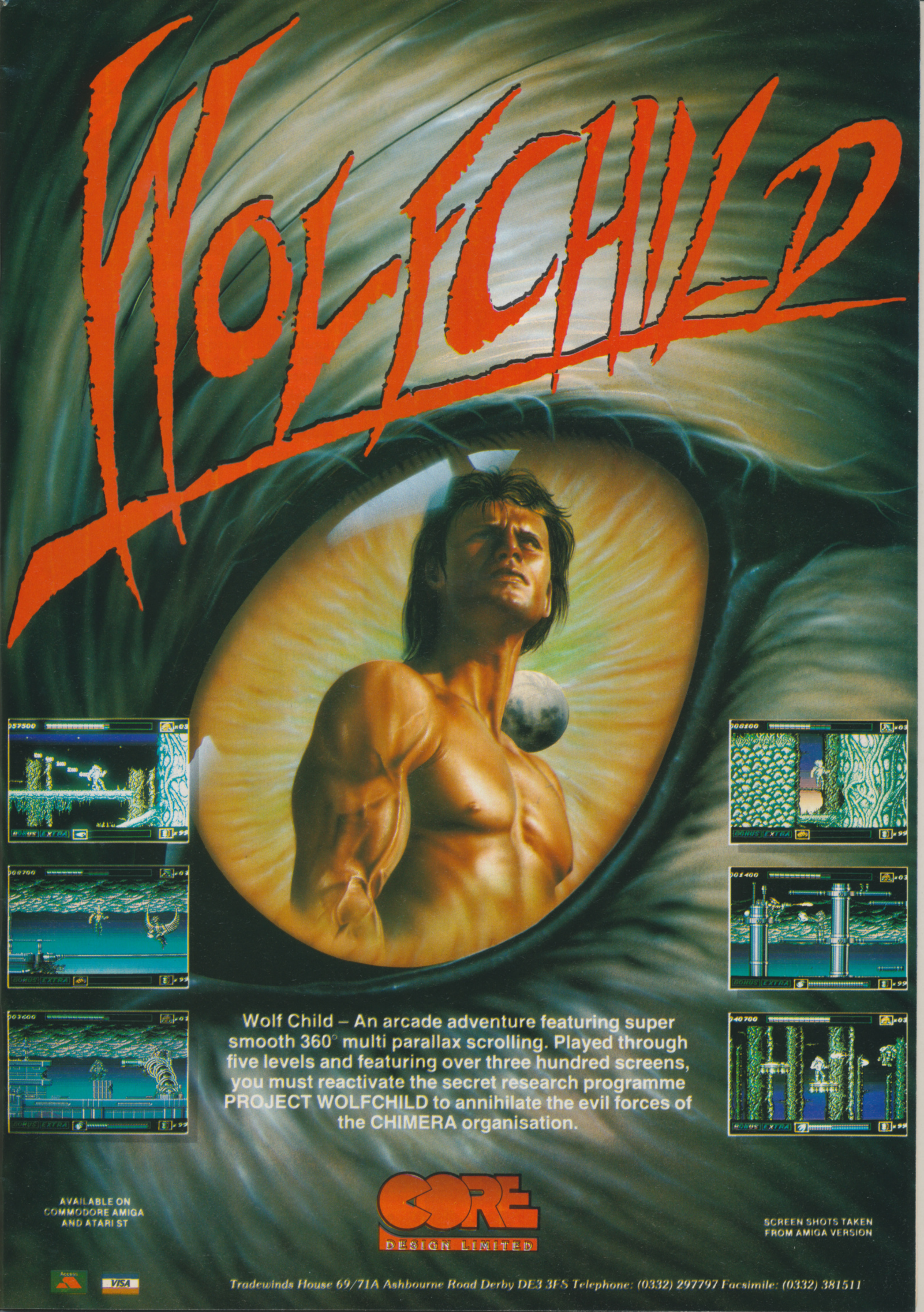
IN PROGRESS

- ***VideoKid***

When he gets some spare time, Mark likes to play platform games, *Sonic The Hedgehog* being one of his favourites. His major passion is car games, and *Stunt Car Racer* is never far away from his machine, while *Rad Mobile* gets a look in when he finds time to pop into an arcade. On the whole though, Mark and the rest of the team will be striving to make sure that Twilight is a major force in the world of computer games.

Laurence Scotford

●*WWF Wrestlemania* is reviewed later in this issue.



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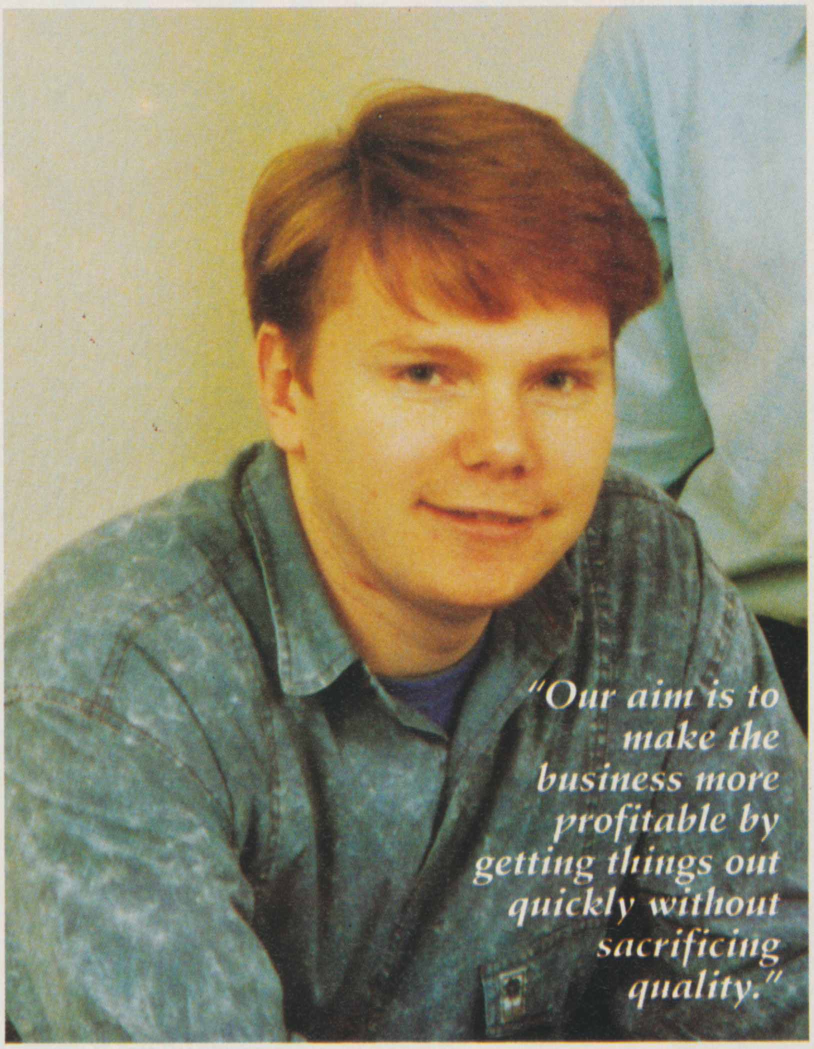


"Our aim is to make the business more profitable by getting things out quickly without sacrificing quality."

DAVE JONES

Programmer/Designer for DMA Design

DAVE JONES GOT HIS FIRST TASTE OF COMPUTERS when he worked for Timex between 1983 and 1984. At the time the Timex factory was busy churning out ZX Spectrums, but Jones' first machine was an Amiga, which he bought while reading a computer science degree. 18 months later he'd finished his first product, the shoot 'em up *Menace*. It had taken him a year to program in his spare time.

It was at the regular September consumer event in 1988 (then known as the PCW show) that Jones managed to sell Menace to a publisher on the basis of a demo. At that time the Amiga was only just beginning to take off and the only company really committed to 16-bit software was Psygnosis, who made what could be described as its best catch and DMA design was born.

Initially, the company consisted of just two people, Dave Jones and Tony Smith, who worked freelance on the graphics for Menace. Today, DMA Design employs 15 people full-time. "We tend to treat it more as a commercial business now," Jones states matter-of-factly. "We're very careful about how projects are controlled and whether they're good enough to market or not. Our aim is to make the business more profitable by getting things out quickly without sacrificing quality."

DMA is still very happy with its relationship with Merseyside-based Psygnosis. "Technology-wise they're the best," Jones declares, "and they're going in directions we want to go. They treat us very well so we won't be going to another publisher."

Jones is vaguely worried that *Lemmings* will always be held up as the gauge of that quality: "We've got an RPG game coming which should do quite well, but also an arcade game." Jones is hoping that the latter will be judged on its own merits and not in the light of Lemmings.

SOFTOGRAPHY

- ***Menace***
(PC, Amiga, ST)
- ***Blood Money***
(PC, Amiga, ST)
- ***Shadow Of The Beast***
(C64, PC Engine, CD ROM)
- ***Ballistix***
(PC Engine)
- ***Lemmings***

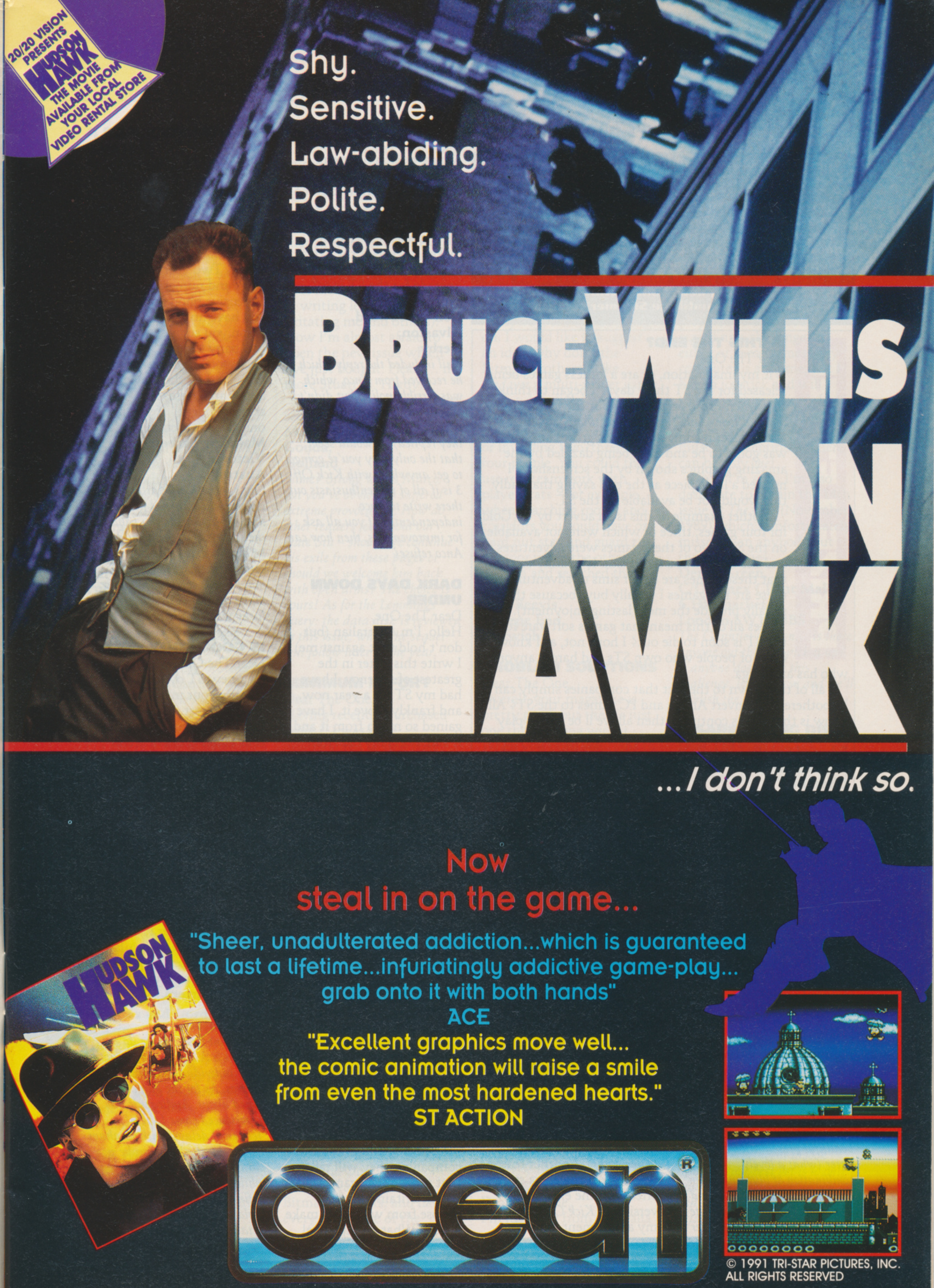
Although these other projects are important to DMA design, it isn't planning to disappoint Lemmings fans, and has produced a Lemmings data disk, this time catering for a wider cross-section of players. The first 20 levels have been specifically designed for kids, while there are some chronically difficult levels to end with. It includes new graphics and music too, and a 'special level'. Real addicts will no doubt be clamouring for news of *Lemmings II*: "We've got some great ideas for it – there's a hell of a lot in it," Jones enthuses. "We're trying for the playability and appeal of *Super Mario Worlds*."

Speaking of Mario, DMA, like so many other successful developers, is making a strong attack on the console market. It's just finished two PC Engine games, *Ballistix* and *Shadow Of The Beast*, and is working on MegaDrive and Lynx titles. This may be an impressive line-up, but it hasn't dulled DMA's zest for computer development. "I think the Amiga is still a strong market and the PC is strong," says Jones. "We still tend to develop first on the Amiga."

Strangely, the one project that Jones has been hankering to do isn't a game, but a games development system. DMA already has a pseudo development system, but it's not ideal, and given time Jones is convinced he could come up with something that would knock spots off the likes of SNASM and PDS and give DMA Design an edge over the opposition.

Laurence Scotford

● *Oh No More Lemmings! is reviewed later in this issue.*



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Another year, another dollar (that's not quite right, is it?). Anyhow, make it a New Year's resolution to blow the dust off your pen/typewriter/word processor/chisel and start scribbling to us here at The One for ST Games. There must be something you want to say – and this is the place to say it. It doesn't matter if your contribution is long or short, happy or sad (as this month's prize letter proves), if it tickles our fancy hard enough, then it might just win you a spanking new T-shirt (which you can keep in its plastic until the Summer comes)...

PRIZE LETTER

IS THIS THE END?

Dear The One,

Is it my imagination, or are a lot less games being released for the ST these days? I began to think this when I read an article about the forthcoming *Indiana Jones And The Fate Of Atlantis* adventure game. After reading about how great the game was going to be and after being dazzled by the amazing graphics shown by the screenshots, I noticed a little piece at the end saying that sadly this would not be available on the ST.

Another example of this is an advert by US Gold for four games, three of which were not available on the ST: two of these games were adventures and the other was a flight sim. It's funny to see that these games are either sims or adventures, as these are the games I usually buy (because they usually provide the most lasting enjoyment).

Does all of this mean that games software for the ST is soon to die out? I hope not, as I know loads of people who own STs and hardly anyone who has an Amiga.

Is all of this down to the fact that companies simply can't be bothered to convert Amiga and PC games to the ST? All I know is that if this continues then all we'll be left to play will be arcade and film licences.

Edward Spink,
Macclesfield,
Cheshire

It can't be easy to see more and more titles appearing on other formats while the ST seems to be neglected, but unfortunately that's what's happening out there at the moment (although it's interesting to note that most of the games you've mentioned are American, and there's never really been a big ST market over there). At the end of the day, if enough of you continue to buy adventures and sims, then companies cannot ignore you – in other words your fate is in your own hands.

PURCHASE PUZZLER

Dear The One,

I'm thinking of getting a computer game for Christmas, but I don't know which one to get. I am interested in soccer and fighting games, what would you recommend?

Anonymous

Dear man (or woman) with no name. Firstly, can we congratulate you on the beautiful presentation of your letter (what a lovely combination of blue and green crayon!). Secondly, we would like to apologise for being late for Christmas (but your letter didn't reach us until Christmas Eve). And finally, to answer your query… in soccer games, there can be only one – the legendary Kick Off 2 – and as for fighting games, you could always try Pit Fighter.

MEGABYTE MADNESS

Dear Sir,

One of the reasons for upgrading my STFM to 1Mb was for the extensive use of my DTP software (*Timeworks*). Another reason was to hear the extra sound effects on the expanded version of *Kick Off 2*, but to my amazement, only the Amiga version has extra effects. I feel I've been cheated, so I wrote to Anco and asked why.

I only hope that when *Kick Off 3* is released, that it makes full use of the extra memory, especially as an upgrade for the ST is so expensive.

Neil Woodward,
Alvaston,
Derby

Neil included the reply which he received from Anco, which was terribly polite, but didn't exactly explain why this situation arose (still, at least they replied). It would seem that the only way you're going to get anywhere with Kick Off 3 is if all of you enthusiasts out there write to Anco independently. If you all ask for improvements, then how can Anco refuse?

DARK DAYS DOWN UNDER

Dear The One,

Hello, I'm Australian (but don't hold that against me). I write this letter in the greatest of urgency. I have had my ST for a year now, and frankly I love it. I have gained so much from it and it sure beats my old Atari 2600 (God bless 'em!). But the software situation is ridiculous.

To be honest, STs aren't very popular in Australia, although I can't see why not. There is nowhere I can get new software for my machine (unless you call *Space Invaders* newly released software).

What's worse is that there's no place locally that I can buy software over the counter, unless I take a four hour drive to the city.

So obviously, the only option I have is to rely on mail order. However, even this is no bed of roses. Four months ago I ordered *Final Fight* from a mail order company in Australia – and that didn't come until just now.

If you ring any of these companies, they will tell you that most of the games that you in Britain have to choose from will never make it here. What an injustice!

You may be thinking: "why doesn't the silly git use English mail order?" Well here's why… two years ago I ordered a game from an English company 'Holmesoft'. And guess what? Two years down the track and numerous expensive phone calls later, I still have no game.

Can you suggest a company that is trustworthy please?

Oh, and by the way, what about an overseas correspondent? If you need one give me a buzz.

Matthew Barbetti,
Victoria,
Australia

Our sympathies Matthew, but unfortunately there's not a lot that we can do for you (and by the sounds of it, you wouldn't be much use to us as a foreign correspondent). However, maybe your sorry tale will make the rest of us realise how lucky we actually are.

IS GOOCH OUT YET?

Dear The One,

As a new ST owner I started reading your magazine with great interest. I note that in Issue 35 (August), you said that *Graham Gooch World Class Cricket* should have been in the shops during that month, but as yet I have been unable to find it. Is it out yet?

In the same issue, you also covered *Cruise For A Corpse*, which I have also yet to locate anywhere. Can you tell me if this is out yet, or if there is any address from where I can order it direct? I have enclosed an S.A.E. for your reply, keep up the good work with the reviews.

Gary Mehrters,
Crawley,
West Sussex

Last point first. Please do not send us S.A.E.s, as we cannot reply individually to your queries. As for the games you asked about. Audiogenic has experienced some (ahem!) 'technical delays' with Graham Gooch, but it should make it out in time for the World Cup, while Cruise For A Corpse is definitely available (call US Gold on 021 625 3366 for details if you're stuck).

A REAL CHALLENGE

Dear The One,
I have recently got two games from the Bitmap Brothers – *Xenon 2* and *Gods*.

These games have excellent sound, graphics and playability, but they don't have much lastability: I completed Gods in a week and Xenon 2 in three. These games deserve to be harder like *Lemmings* or *Kick Off 2* – the type of game it takes months to master.

I would also like to say that end sequences to certain games are crap: sometimes after slaving over a game for months all you get is a message saying 'Well Done' (as in *RoboCop*). Games such as Xenon 2, Lemmings, Gods and *Flood* have good end sequences and make you feel as if you've accomplished something.

**Jon Treby,
Pulloxhill,
Bedford**

BROTHERLY BLUES

Dear The One,
Just yesterday, my brother and I finished dancing our way through the excellent *Blues Brothers*.

However, I fear that we are not the first to complete this (excellent, but slightly easy) game, and when we laid down our smouldering joysticks to watch what we thought would be an excellent congratulatory screen, we were shocked to find that the game loaded itself back to level one, without a 'Well Done' appearing on the screen.

Do software companies hate people who complete their games so much that they can't force themselves to congratulate them?

**Douglas and Gordon Dick,
Lenzie,
Glasgow**

How long is it going to be before they start to wake up to the fact that you want good endings? Come on publishers, start listening to your customers.

THE HARDY BOY'S FAN CLUB

Dear Sir,
I'm writing in from Holland (never mind the bad English).

I've been buying your mag since January of this year and I think this one (*The One*) is the most fun to read, but there's only one thing that really irritates me. It's that slime from Sheffield named Stuart N. Hardy! Is this guy for real?

He must be a record holder at writing letters (and at irritating me and others). Now I'm almost afraid to open the new issue which I've just bought. Please… no more Stuart N. Hardy!

By the way, will there be a sequel to *Lemmings*?

**Marco Slingerland,
Gouda,
Holland**

Slime? Strong words Marco, but you've obviously suffered extreme provocation. How do other readers feel about our mate Stu – should we continue his exile from these pages or should we welcome him back with open arms? The choice is yours! As for the Lemmings query: the data disk is reviewed in this issue, while the sequel will follow later in the year.

MINIMUM EFFORT

Dear The One,
Having recently purchased *Lotus 2*, I was a bit disappointed to find that after spending £25.99, I only received the game and instructions. I would have thought that for all that money Gremlin could have included at least a poster or a demo of new releases!

Unfortunately for the consumer, we only receive the minimum (which is the game). Fortunately the game is very good, but maybe they could put a bit more effort into pleasing the customer.

**Adam Whisker,
Bishop's Storford,
Herts**

What would other readers like to see? This could make a good topic for our Speaker's Corner section, so if you do have something to say on the subject, mark your letter 'empty boxes' and we'll take it from there.

BEAUTIFUL CORPSE

Dear The One,
I am a great fan of the Bitmap Brothers, and have every single one of the games they have released. I recently loaded up *Cadaver – The Pay Off* (a game which I hadn't planned to play until I completed *Cadaver*, but I was so frustrated at my progress in the original that I thought I'd give it a go). This game is brilliant – even better than the first one (and that's saying something).

Anyway, enough babbling on. I would like to suggest an idea: why don't the Bitmap Brothers make *Cadaver* a multi-player game with a data link? You could have the choice of just playing a one player game, or involving two, three or four people. You could then use real teamwork with player stats – for example, when searching rooms and corridors you could have one hard nut stay and guard the corridor while the others all piled in and searched the room.

**Paul Beevis,
Thorpe End,
Norwich**

PROBLEM SOLUTIONS

Dear The One,
Overall, your magazine is pretty good, but there's just one thing wrong with it. When you print solutions to adventure games such as *The Secret Of Monkey Island*, you always split them into parts, which makes people buy your magazine every month just for the hints (it's a good way of making a profit, but not very good if you live in a place like Singapore, where you pay a hefty S$15.00 – about £5).

Most computer magazines put their solutions all in one issue, which makes things a whole lot easier.

**Upwan (RAT) Ratti,
Singapore**

Brian Nesbitt says: "The reason we split our solutions over a several months is so that we can present them in the best possible way. Other mags may give you the whole thing in one go, but nobody makes them look as good, nor covers as many games in one month as we do."

AUSSIE RULES

Dear The One,
I'm just over from Australia (yes, another one), and would like to declare myself as that country's unofficial champion of *Speedball* and *T.V. Sports Football*. I have played both every day for the last three years, and, without wanting to sound arrogant, I believe that I am unbeatable in both arenas.

Are there any readers out there who would be prepared to contact me regarding a challenge on either of these games? My computer is at home, but I have a joystick and will travel (within reason). I don't want to hear from any time wasters though – you must be exceptional. There can be only *one*!

While I'm at it, I'm also desperate to obtain the 14th issue of *The One* (November 1989) which I unfortunately missed. Can anybody out there help me?

**Derek Green,
C/O Amex Client Mail,
6 Haymarket,
London SW1Y 4BS**

The Gauntlet's down… is there anyone out there to pick it up? If anyone does meet this challenge, let us know and we'll publish the result.

DISAPPEARING DISK

Dear The One,
After an incident in W.H.Smith, I thought I had better write to you about cover disks.

When I bought the October issue, I was left with no cover disk, so I went to the counter and asked where it was (on the front of your magazine it says "No disk? Consult your newsagent"), but they said they did not have any because people kept coming in and taking the disk but not purchasing the magazine.

Please could you try and do something about this terible situation?

**Tim Carpenter,
Gotherington,
Cheltenham**

Sorry Tim, but once the magazine's on the shelf then it's up to the newsagent to look after it. Your best bet is to only buy the magazine where you can see the disk is firmly attached to the cover.

SERGEANT SOFTWARE

The man with the stripes of gold and a heart of solid lead completely ignores the seasonal spirit in this unusually large New Year's offering. Why do you still write to him?

GAME KILLER

Dear Sarge,

Help please! We cannot console our nine-year-old son who, being very worried about contracting a virus, checked all his game disks. Finding 'ghost' viruses he killed them all.

Now none of his games will work and he is devastated, having killed his beloved *Chuck Rock*, *Lemmings* and the rest, he now has a computer with no software.

P.R. Hutchins,
Bedford

Close, but no banana. I was just about to get young Watsham to pack up your software when I noticed that you used the word 'console' in your letter. I hate that git who lives in a van and is always being attacked by the little Ninja – and what about the fat plumber with the moustache who 'reads the news'? Yeeukkk!

SWINGING SWOT

Dear Sarge,

My life is a wreck: a year ago I received my mega cool computer for my birthday. I was really chuffed, but then I found out that I only got educational programs with it.

At first I thought this would be okay, as long as I could get a paper round, so I tried writing a really nice letter to my local newspaper in the hope of getting a job, but after a complete year I'm still waiting for a reply.

I keep applying for jobs, but I'm having no luck. I'm even hanging around with all the swots in my school which is turning me into a dribbling mass of cod liver oil. The only trendy things I do now are wear my bell-bottomed trousers and read this wicked mag. I am sure that if you were to send me some gory games I would go back to my old self.

Chris Martin,
Banbury,
Oxon

Listen buddy, if you want a paper round, you go to your local newsagent, not the newspaper. Some people, eh? Remember, the Sarge only helps those who help themselves (but you'd better not help yourself to any of my gear).

NAILED TO THE CROSS

Dear Sarge,

I used to like playing football in my spare time. However, I suffer from ingrowing toenails, which stops me from being able to play. I had the nails removed from both of my big toes last October, but one of them has since gone bad again. Could you please send me a football game?

Stephen Wild,
Portland,
Dorset

Oh cruel fate. Imagine not being able to play football any more? When I was a mere private, I used to play centre forward for the battalion, a regular Lineker I was (except that I wouldn't have ponced off to Japan at the first whiff of a billion yen). Anyhow, because your plight has touched me so deeply, I'm sending you the new Empire Soccer Stars compilation, which has four football games to take the weight off your feet.

GREEDY B*****D

Dear Sarge,

My fiancé recently bought a secondhand computer, which came with quite a lot of copied games. He refused point blank to use pirate software and formatted every disk straight away. I would like to nominate him for your free software award, as he now only has two original games.

S. Roach,
Abergavenny,
Gwent

Two? Pure luxury! When I were a lad I had only one game (and I even had to share that with all of the other kids on the road). Your boyfriend should consider himself lucky instead of spending his life complaining.

GAME-O-THERAPY

Dear Sarge,

I have a 13 year-old son who is afflicted with cancer. Due to this disease he is confined to a wheelchair and is no longer able to play with his friends.

Seeing his predicament, I saved up extremely hard and surprised him on his birthday with an Amiga Screen Gems pack. The look of joy on his face was something that every parent would give anything for. However, the few games included are no longer sufficient and he is now becoming bored, and, due to the high price of software, I find it hard to buy any more.

Recently he has shown me reviews of *Shadow Dancer*, *Mercs*, *R-Type 2*, *Rod Land*, *Final Fight*, *Myth*, *HeroQuest* and something called *Snow Brothers*. He has also been dropping various hints, but I'm afraid that unless you can help out I will have to disappoint him.

He has to go to the Royal Alexandria Children's Hospital regularly for blood checks and the like, so if you do decide to help us, instead of sending software maybe you could send a handheld, like a Game Boy or a Game Gear, as I cannot be with him in hospital all of the time and would like to see that he is occupied. I know you probably get inundated with thousands of letters like mine, but we would both be very grateful if you could help us.

By the way, he really enjoyed the Rod Land demo.

M. Wynne,
Woodingdean,
Brighton

Oh alright then, you can have the software, but you haven't a hope of getting your hands on a handheld – they're going like hotcakes off my stall in East Street market at the moment. I can't get enough of them.

Why not send your spleen to us here at The One, EMAP Images, 30-32 Farringdon Lane, London EC1R 3AU (Sergeant Software letters should be clearly marked as such). The Letter Of The Month will now earn its author a T-shirt and a game of his or her choice, so don't forget to let us know which one you want. All correspondence should be confined to one side of the paper and, where possible, to a single sheet. The editor reserves the right to edit any letters as he sees fit. Please do not include an S.A.E. as, due to the volume of mail received, we are unable to make individual replies.

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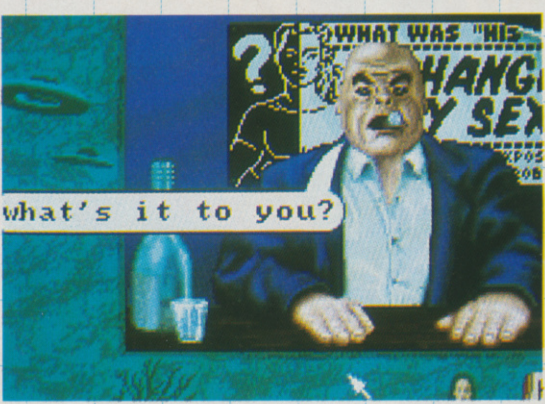
Strange as it may seem, there's a company out there which is quite happy to be working on one of the worst games ever made. Ciarán Brennan travelled to Dublin to check out the latest developments...

PLAN 9 FROM OUTER SPACE

IN A QUIET SUBURB of Dublin, known historically for its canalside poets and, more recently for its banks and solicitors' offices, stands a small innocent looking building. This is home to Gremlin Graphics (Irl) ltd., a division of the famous British publisher, which sprang up just about a year ago from the ashes of another famous name, Cinemaware.

At the time when the interactive movie specialist could do no wrong, it decided to set up a separate development company in Ireland, to take advantage of that country's incentives for foreign businesses and the high level of computer literacy among its college graduates. However, as we all know, Cinemaware came to a sticky end – and with it (almost), its embryonic Irish development team.

Managing director Ian Hadley takes up the tale: "We'd done a little work on *TV Sports Basketball* and *TV Sports Baseball* for the NEC Turbo Grafx and IBM-compatibles, but most of our work had gone into developing a set of sophisticated programming tools for Cinemaware's US programmers to use in development of their games.



what's it to you?

***SCENE ONE,* where you visit the 'movie producer' (who looks remarkably like the film's 'star' Tor Johnson) to be briefed about your mission. The poster behind the cigar-munching impresario is a 'tribute' to Plan 9 director Edward D. Wood Jnr.'s first movie, Glen Or Glenda, a tale of teenage transvestitism. This theme has also led to one of the game's more controversial sequences. "There's a debate about whether to leave in the scene which includes a conversation with a transvestite," explains Ian Hadley, "but we'll see how it plays, my preference is to leave it in, because this is not a product for children. It might offend some loony right wing fringe groups, but they're there to be offended, so it makes little difference."**

PROJECT: Plan 9 From Outer Space

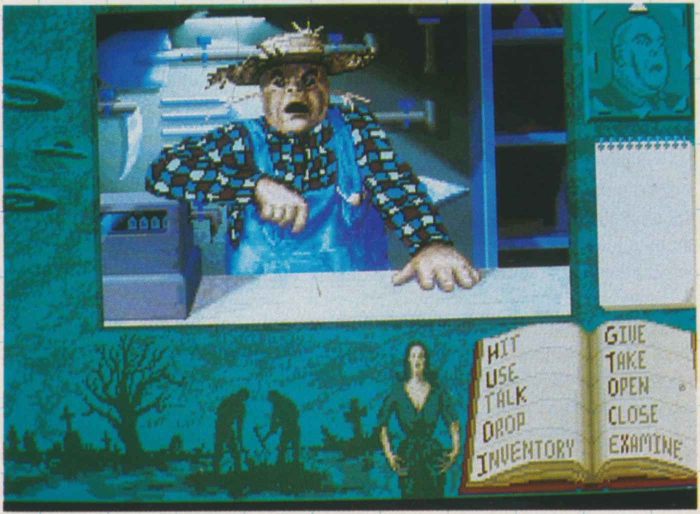
PUBLISHER: Gremlin

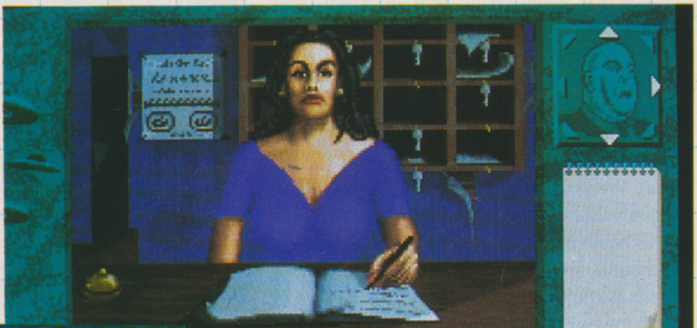
AUTHOR: John McLoughlin (Programming Supervisor)
Thomas Rolfs (Programming)
Phil Plunkett (Graphics)
Ian Hadley (Producer)

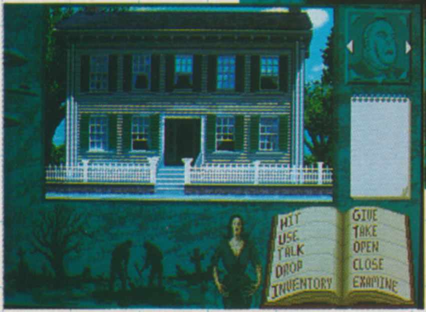
INITIATED: April 1991

RELEASE: April 1992

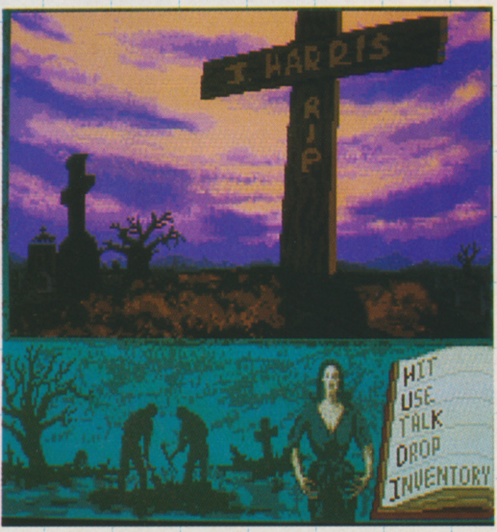
***DID WE MENTION** that the first character resembled Tor Johnson? Well so, it seems, does every other male character in the game. John McLoughlin owns up to this, claiming that it's all part of the game's intended tackiness: "All of the men look like Tor Johnson and all of the women look like Vampira – the only difference will be that they all wear dodgy wigs and moustaches and so on."*







***ALL MOVEMENT AND ACTION** will be mouse controlled: the 'head' at the top right of the screen indicates which directions are currently available, while the notepad below is used to record clues. Finally, any further actions required are accessed from the pages of the open book at the bottom of the screen.*



***IT WOULDN'T BE** Plan 9 From Outer Space if there wasn't a graveyard, so here it is (complete with seemingly random time and weather conditions). This is where James Dean was to make his cameo, but who is this J. Harris?*

Most of the programmers in the US were really just hackers, while here we had a staff of computer science graduates."

Hadley (who hails originally from Scotland, but became involved with Cinemaware when working for Mindscape in the US) refused to simply lay down and die, and instead set the firm up as Pixel Productions and began to tour the major UK and US developers looking for development work. A number of companies showed an interest, but none more so than Sheffield-based Gremlin, which stepped in in March of 1991 and made the company a subsidiary of its growing operation.

The reasons for Gremlin's interest were simple – they were the same simple reasons which had attracted Cinemaware and Martech before it (the late, lamented Martech set up its own Irish division, Emerald Software in 1987) and which also brought two major cinematic animation companies, Sullivan Bluth and Murukami Wolff, to Ireland in the 1980s – good working conditions and a well educated workforce.

With all of this corporate business finally sorted out, the team was free to get stuck into what it does best – game development. And, as luck would have it, the first project which Gremlin pushed in its direction was the interpretation of that most infamous of awful B-movies, *Plan 9 From Outer Space* (for more information on the movie, check out our feature in Issue 34).

After numerous meetings between the powers that be in Sheffield and Dublin, it was decided that the licence would best be served by an adventure game. "It seems to lend itself well to the genre," says Hadley. "It needed a storyline, but we decided early on that it shouldn't be the movie's." [probably because the screenplay could be told in about 10 minutes] "Also," continues programming supervisor John McLoughlin, "we figured that there are about 50 million and one platform games out there so this would be a bit of a different angle."

Another factor in this decision was that the team was already familiar with the style of game: "We go right back to the Infocom games," claims Hadley. "But this one is very different: it's all done with graphics, there's no parser as such and it's all done from first-person perspective, rather than controlling the character. We've also looked at a lot of the more recent animated adventures, including the *Kings Quest* series (which I played all the way through) and they're all great games, but we've tried to make ours as different as possible."

One thing that everyone was adamant about was that the game should retain the 'look and feel' of a B-grade movie. Hence the team's stringent attention to detail which they hope will

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PUBLISHER: Gremlin

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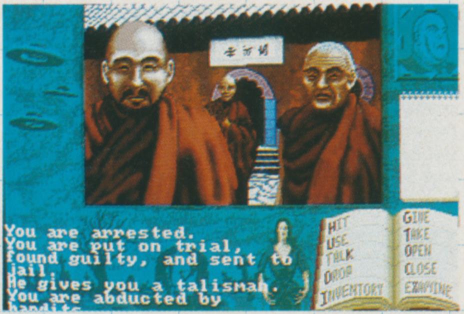
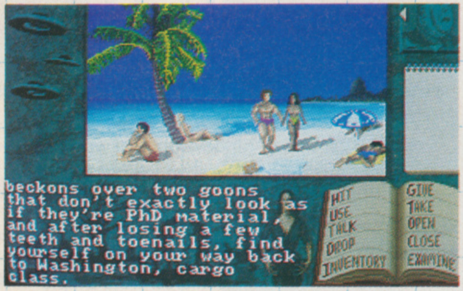
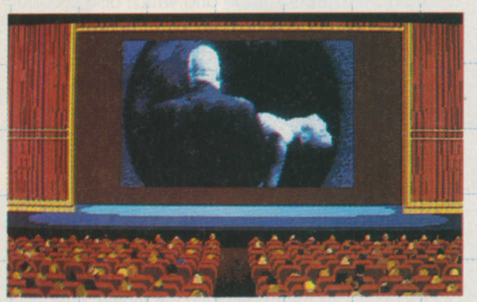

You are arrested.
You are put on trial, found guilty, and sent to jail.
He gives you a talisman.
You are abducted by

A RATHER TENUOUSLY linked encounter with some Oriental monks can either lead to further glory... or a lifetime of slavery. The choice is yours!


beckons over two goons that don't exactly look as if they're PhD material, and after losing a few teeth and toenails, find yourself on your way back to Washington, cargo class.

SHADES OF Leisure Suit Larry perhaps? The beach scene is yet another double-edged sword: complete it properly and you're on your way, fail and it's goodnight Havana.



COLLECT ALL of the missing reels and you're 'treated' to an extended digitised scene from the film. It's better than watching the full hour and a half, isn't it?

ensure that things go as wrong as possible. The graveyard scene is a good example: in the first screen the sky is dark, in the next one it's twilight... and so on."You could just play this game to spot the continuity errors if you liked," boasts Hadley. "It's taken a lot of time and effort to get things as wrong as possible."

In terms of pure depth, the game was originally intended to include 75 screens, but as work has progressed that number has grown: "As we have new ideas and the story develops, we try to put everything in," explains McLoughlin. To make sure that these screens would interact correctly, the whole game has been worked out and mapped on paper so that it will flow logically from location to location.

The idea of the game is to find six missing reels of film and splice them together into a two and a half minute digitised sequence, which you're 'invited' to return to the producer. As McLoughlin points out: "The producer tells you not to look at the reels once you've found them, but what investigator worth his salt could resist a little peek – especially as you come across a film editing machine in one of the locations?" Also, should you play the game properly, it's just possible that you will find yourself presented with another way of using the reels of film.

The search eventually takes the player to all manner of exotic locations, including The Great Wall Of China! This, along with the appearance of characters as diverse as country bumpkins and aggressive Ninjas shows that the team has made full use of its poetic licence in bringing this game to screen.

"The stupider the better" is McLoughlin's philosophy of game design, and an almost complete lack of interference from the licence holder has only added to this air of abandon.

As Hadley explains: "The only thing which they requested we change was a reference to James Dean [whose name and dates of birth and death had appeared on a headstone in the graveyard scene]. We introduced Mr. Dean because of his alleged liaison with Vampira, but as the licence to use his name is one of the most jealously guarded that there is, we decided that it would be better not to push the point."

With the plot taking so many illogical twists and turns, I wondered if Gremlin would recommend that prospective players should watch the movie before embarking on the game? McLoughlin is quite coy on this point: "I'd never recommend that anybody watch that film! But if you were one of the few people who'd made it through, then it might give you a few clues as to how to react in certain situations."

One thing which has definitely made it into the game is the movie's 50's style which is apparent in the aircraft, cars, characters' clothes and so on. Even this didn't prove to be a problem to the team, as Hadley explains: "We just got our hands on a number of pictorial books from that era and copied the images meticulously."

THE GREMLIN (IRL) TEAM, with Ian Hadley seated at the front and John McLoughlin fourth from the left at the back.

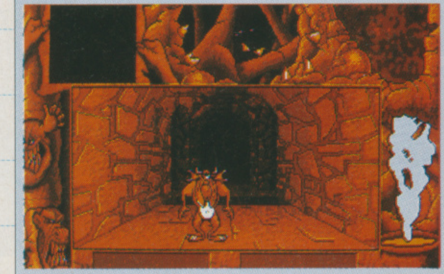
All of the programming work is being carried out on a standard PC with a development system that was put together by the team, and McLoughlin points out that this will certainly be a useful tool in the team's future productions: "We do anticipate doing more games of this nature, so as Plan 9 develops we're not only trying to finish the game, but we're also trying to build the system for the future too."

Eventually, this system will be versatile enough to be used on any game which the team may turn its hands to, and as a good example of this, the animation system is currently being used in *Little Divil* (see below).

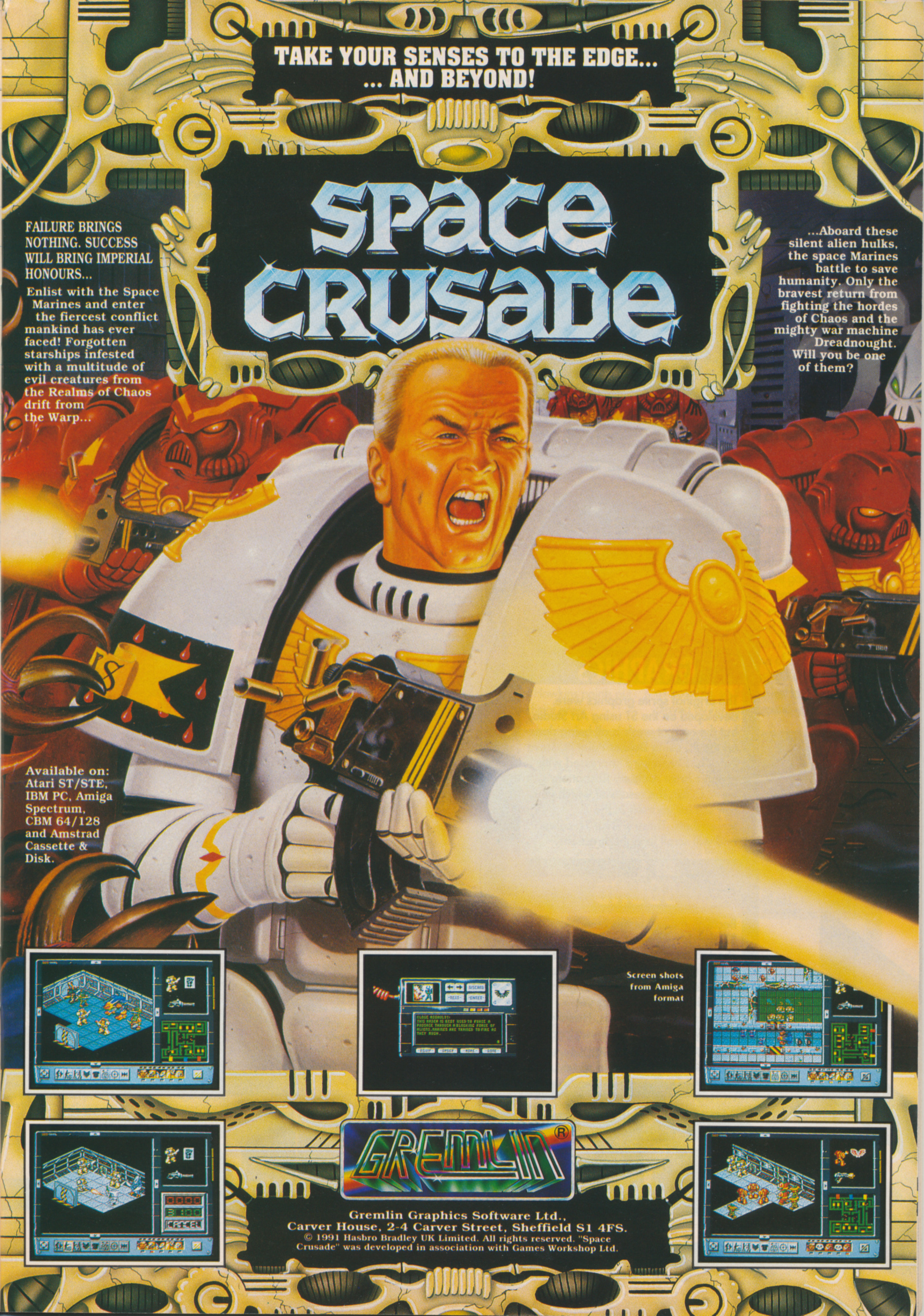
As work is nearing completion, plans are currently being made concerning the best way to package the game. "The latest news that I've got is that it's going to be packaged with a video of edited highlights of the film," says Hadley, "Or should that be lowlights?"

And how does the parent company in England view the first output from its foreign foster child? McLoughlin is more than content to reply to this question: "A representative from Gremlin's Sheffield office pops over to Dublin once a month or so to check out the game's progress, but as they haven't made many changes or suggestions so far, they're obviously quite happy with the progress."

LITTLE DIVIL



RUNNING SIMULTANEOUSLY with *Plan 9 From Outer Space* is a quite different project, Gremlin's long-awaited animated arcade adventure, *Little Divil.* This game has had almost as up and down a career as the team which is developing it, having begun life as a scrolling demo put together by Waterford-based Emerald Software, before being taken 'in house' by Gremlin in Sheffield for at least two false starts. Now, however, the game is in the capable hands of art and animation supervisor Nicola Sedgwick (an ex-Sullivan Bluth cinema animator), programmers Jason Dowling and Denis Gleason and animators Judith Henihan and Ian Milburn (both ex-Murukami Wolff). Based on the exploits of a cute (but dangerous) demon, Little Divil should be finished in time for a release later this year.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Screen shots from Amiga format

Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street, Sheffield S1 4FS.
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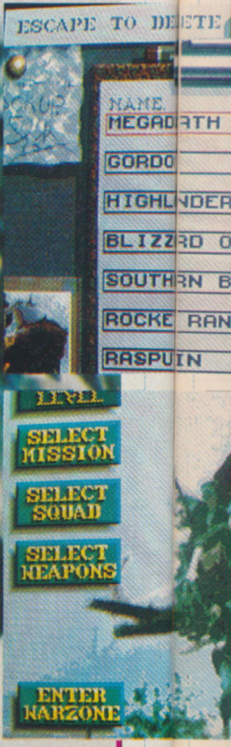
GRAPHICS

The original sprite graphics were developed on the ST using Art Studio, but the current work is all being done on the PC using Deluxe Paint III. Steve Perry has been very impressed with graphic artist Anthony Rosbottom's work so far, the results of which you can see for yourself in the screenshots. These will be 16-colour and will scroll in eight directions.

SOUND

Because the target machine is a 520 ST, the development team are running short of memory: this means that the sound effects will probably include the basics such as gunshots, grenade explosions and a few (as yet unspecified) other effects. However, there will be a lengthy music track to accompany the introductory animation screens.


ESCAPE TO DE TE
NAME
MEGAD ATH
GORDO
HIGHL NDER
BLIZZ RD O
SOUTH RN B
ROCKE RAN
RASPU IN
LEVEL
SELECT MISSION
SELECT SQUAD
SELECT WEAPONS
ENTER WARZONE

1
3
SASIN
TROPI

SPECIAL

PROJECT: Special Forces

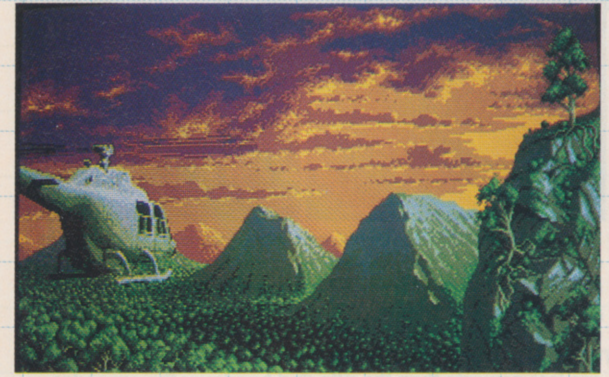
PUBLISHER: MicroProse

AUTHOR: Sleepless Knights: Mark Fisher (Coding)
Keith Jackson (Coding) Anthony Rosbottom (Graphics)
Project Manager: James Hawkins

INITIATED: January 1991

RELEASE: February 1992

SPECIAL FORCES will feature its own introductory animation sequence, running something like this... A newspaper headline announces trouble which requires military intervention. You see your helicopter fly off to the jungle and drop off a crack squad of elite troops. Finally, your men slip quietly into the jungle and the chopper takes off again – all accompanied by a thumping music track.



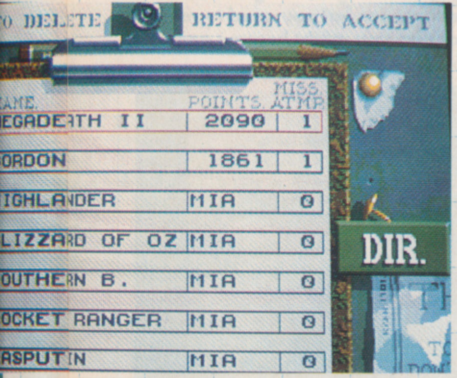
THE BACKGROUND to *Special Forces* is the usual torrent of terrorist incidents, deluge of drug deals and masses of military junta takeovers. The stability of the world must be maintained at all costs, so you've been selected to command an elite government-chosen SAS-style squad of eight men, the Special Forces. It's their job to launch military strikes against enemies when duty calls.

The guys responsible are Mark Fisher and Keith Jackson (coding) and Anthony Rosbottom ('Blizzard'), aka Sleepless Knights. They have plenty of experience in this kind of game: many moons ago, MicroProse was due to produce a similar ground-based combat simulation called *Rat Pack*, but somehow it never made it into manhood. This trio of programmers were brought in at the last minute to try and finish it off, but not even they could manage it. Their career since has, however, been less abortive – amongst others, they have worked on *The Viking Child* for Electronic Zoo and *Airborne Ranger* for MicroProse.

Although there are similarities between Airborne Ranger and Special Forces, project manager James Hawkins points out that they are only superficial ones: "Airborne was a totally US-designed product; the game design for Special Forces is completely UK based. It's much more than AR was, because AR was stylised – there was only one way to complete things, so it tended to play as a Commando clone in different environments. It was also fairly unrealistic because you were only given one character to play; in Special Forces you have four team members and all sorts of formations."

MicroProse feels that it's the gameplay that should make this game really stand out from the crowd. Like many of its releases, Special Forces will feature a blend of strategy and arcade action, but no other game has yet promised this level of strategy with the kind of action you'd find in a coin-op.

"It's definitely not just an arcade game," observes Steve Perry, the game's producer. "You have to use your brain by creating diversions so that the enemy will leave the path clear for you, and you have to avoid killing people in stealth missions." Hawkins expands on this theme of diversity: "We've tried to put in as many different game styles as possible, so the easiest level can be played by running around and just killing

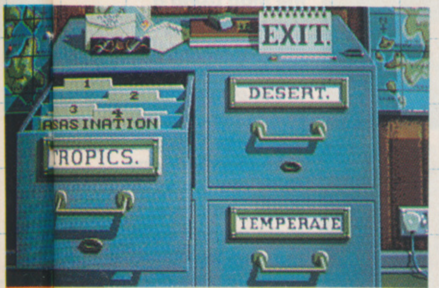

O DELETE RETURN TO ACCEPT

AME.	POINTS.	MISS ATMP
EGADEATH II	2090	1
ORDON	1861	1
IGHLANDER	MIA	0
LIZZARD OF OZ	MIA	0
OUTHERN B.	MIA	0
OCKET RANGER	MIA	0
ASPUTIN	MIA	0

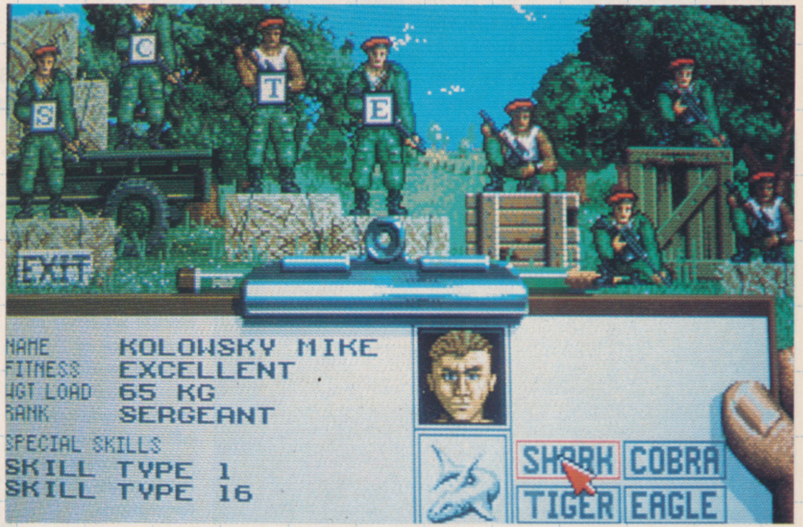
YOU'LL NEED TO SUPPLY a blank, formatted disk to store your roster. You can create as many disks as you like and each one will save the records of up to eight different commanders, which you can delete and create as you require. Commanders have the power to bestow medals and promotion on their troops – but only if the computer decides that their efforts on the battlefield deserve it.

SPECIAL FORCES

ONCE YOU'VE CREATED a new commander, you come to the HQ screen. You can decide on your mission, select a squad, kit them out with weapons and set the difficulty level. There are four degrees of difficulty, from Conscript through Regular and Veteran to Elite.



THE MISSION SELECTION screens give you the choice of operating in one of four areas: arctic, desert, tropical and temperate. Briefings include an overview, specifics, a reconnaissance map and an option to link all the missions together.



NAME KOLOWSKY MIKE
FITNESS EXCELLENT
WGT LOAD 65 KG
RANK SERGEANT
SPECIAL SKILLS
SKILL TYPE 1
SKILL TYPE 16

***THESE ARE THE EIGHT MEN** who make up the squad. You have to select four and assign code names: shark, cobra, tiger or eagle. They all have special skills, and some are better than others for certain missions – for example, they have different carrying abilities, and one might be better than another with automatic weapons.*

FORCES

PROJECT: Special Forces

PUBLISHER: MicroProse

AUTHOR: Sleepless Knights: Mark Fisher (Coding) Keith Jackson (Coding) Anthony Rosbottom (Graphics) Project Manager: James Hawkins

INITIATED: January 1991

RELEASE: February 1992

everything, but the elite level can only be completed by people with a good grasp of the strategy involved."

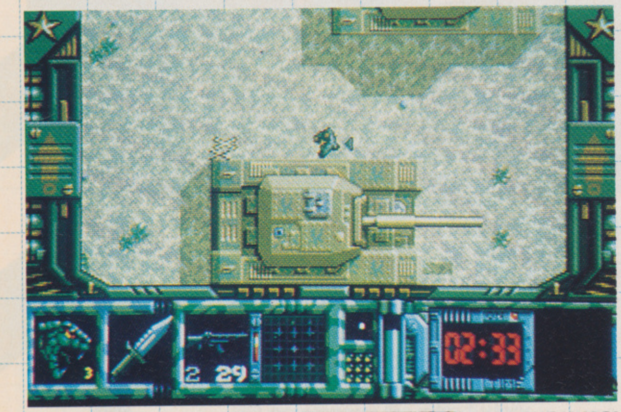
You have a squadron of eight men from which you can choose any four. They will face 16 basic missions spread over four areas of operation – Arctic, Desert, Tropical and Temperate. Each mission will also have four difficulty levels and some random factors introduced to increase the variety. "There will be three types of mission in all: stealth engagements (where you get points for the primary target only), limited engagements (you can shoot a limited number of enemies before they go on full alert; when they do, your HQ sends out pick-up choppers within five minutes and you have to escape or be captured) and conventional engagements. You can play the missions sequentially within an area (to build up a campaign), or in any order individually."

All the characters in the game – both the enemy and your own forces – have been programmed with a high level of intelligence. This means that you could play almost entirely from the map screen without taking control of your troops. All you need to do is set the formation: they can all walk around and support each other as a group of four, wander off individually or split into pairs. The ones that you don't control directly will look after themselves, by hiding, diving for cover, scouting around, throwing grenades at machine gun posts and killing when necessary.

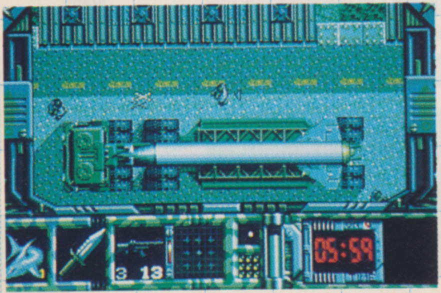
You do need to make some decisions, such as whether your troops will be aggressive or clandestine; and it's advisable to plant bombs and call in the rescue helicopters yourself. Hawkins sees flexibility as one of the key elements of the game: "You can take as little or as much control as you like, and you can direct all four of your troops or none of them. Unfortunately, the enemy has all the weapons of surprise and fear that you have, so he could spring up from cover and attack when you least expect him."

He also points out that tactics will be crucial to your success. "It's not just a question of creating diversions by attracting the enemy's attention with explosions – you could actually plant two lots of remote explosives in the same place, the first to attract attention, the second to blow up any enemies that investigate. There are some missions where you'll need to assassinate a leader, so you can create huge diversions to leave your victim unguarded."

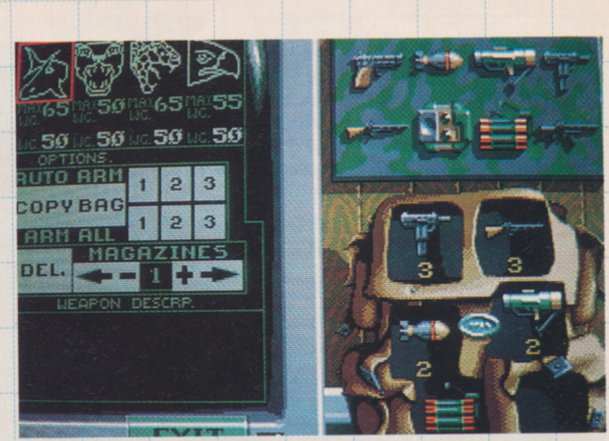
Can they get all this into 512K? No problem, says MicroProse, because the tester's machine is a standard model. The game is being developed on a 1040 ST linked to a PC and assembled with the programmers' favourite utility, *SNASM*. It's then crammed into the smaller memory and sorely playtested.



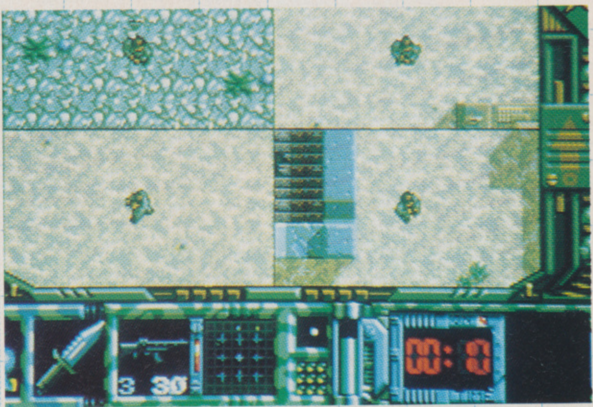
***THE IN-GAME ACTION** will look something like this. From this screen you'll be able to switch control between different team members, decide whether to use attack or stealth mode, select your weapons, use a basic radar, set off up to nine plastic explosives and create different formations.*



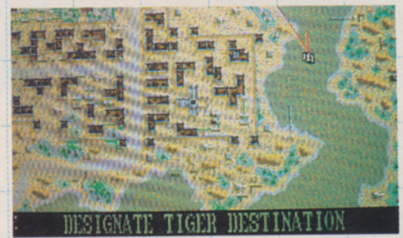
***HOW YOU MOVE** across the terrain is vital, particularly on the tougher levels. You can enter buildings and you can see enemies as long as they haven't dug themselves into holes. If you want to dive for cover, you need to find a patch of soft ground, such as arctic snow or sand. Otherwise it's advisable to use solid objects such as trees, buildings or sandbags to provide cover against bullets.*



***THE WEAPONS SELECTION** screen gives you a choice of eight basic weapons: Browning pistol, grenades, LAW rockets, machine pistol, Lee Enfield Rifle, Laser Target Designator (to plant in enemy locations for bombers to home in on), plastic explosives (remote and radio controlled from the keyboard) and the machine rifle. The automatics feature rapid fire but are less accurate than the rifle and handgun; the grenades and LAW rockets have different ranges but you need to retire some distance before firing, or else you might become one of the victims.*

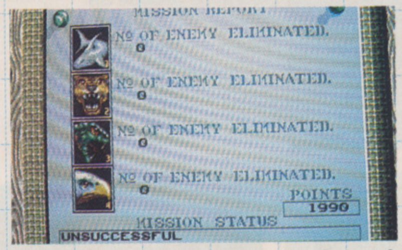


***IF YOU DECIDE** to separate your squad, you can access the split-view screen which shows what each member is doing, and which still scrolls in eight directions as before. You can also access a mini-map, placed in the centre or at the top left of the screen: this provides a general overview of your location, but no information about enemies.*



DESIGNATE TIGER DESTINATION

***EACH TEAM MEMBER** can be instructed to move to any location on the map using a waypoint. All you need to do is select the individual and draw a straight line to the objective. You can take control of any character along the route and move them around on the map itself.*



MISSION REPORT

№ OF ENEMY ELIMINATED. 0

№ OF ENEMY ELIMINATED. 0

№ OF ENEMY ELIMINATED. 0

№ OF ENEMY ELIMINATED. 0

POINTS 1990

MISSION STATUS UNSUCCESSFUL

***AT THE END** of a mission you're shown the Mission Report, detailing the number of enemies eliminated by each member, and those missing or killed in action. Purple Hearts are awarded to the injured, but if you score enough you can award other medals and promotions yourself.*

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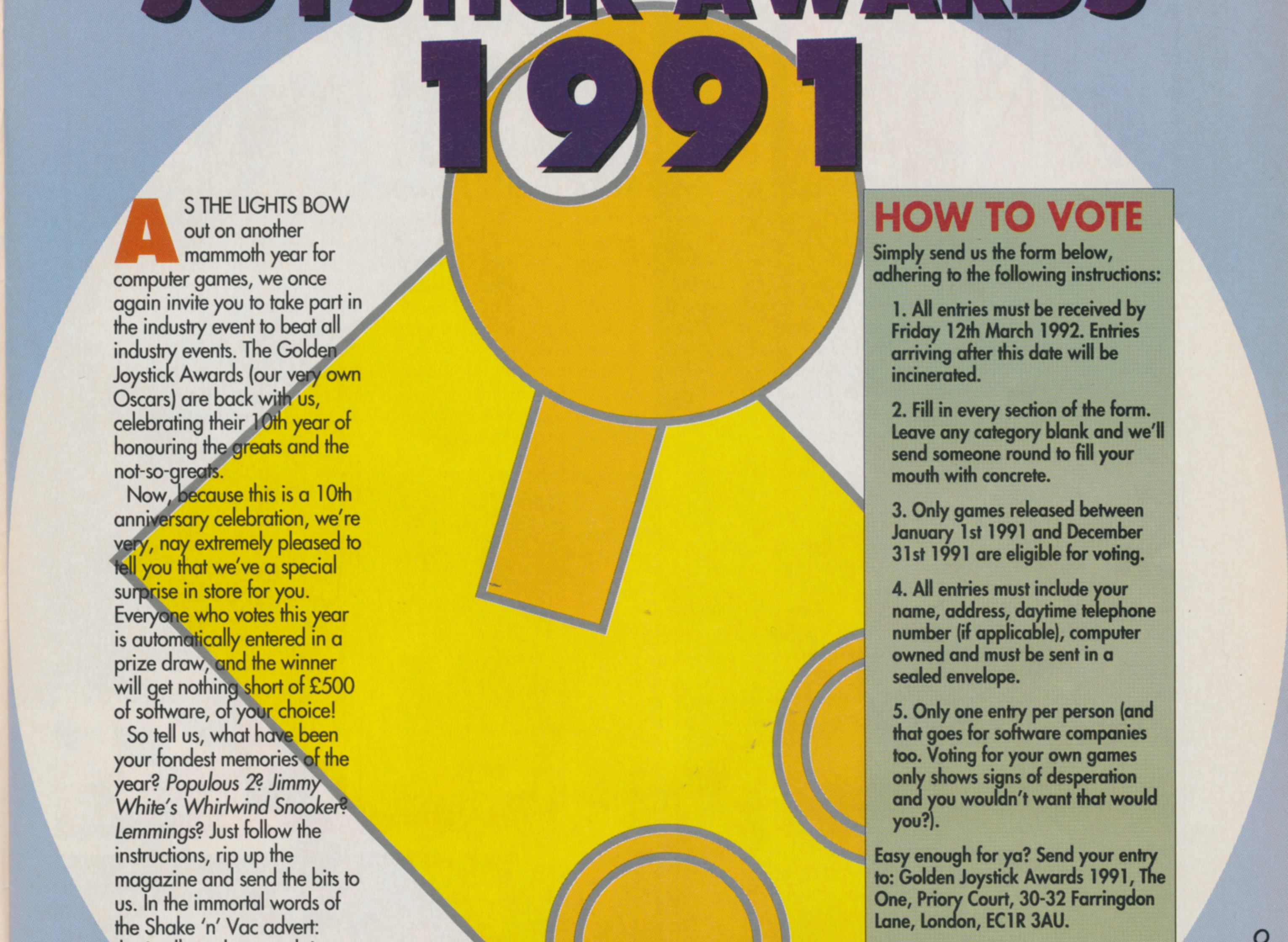

AS THE LIGHTS BOW out on another mammoth year for computer games, we once again invite you to take part in the industry event to beat all industry events. The Golden Joystick Awards (our very own Oscars) are back with us, celebrating their 10th year of honouring the greats and the not-so-greats.

Now, because this is a 10th anniversary celebration, we're very, nay extremely pleased to tell you that we've a special surprise in store for you. Everyone who votes this year is automatically entered in a prize draw, and the winner will get nothing short of £500 of software, of your choice!

So tell us, what have been your fondest memories of the year? *Populous 2? Jimmy White's Whirlwind Snooker? Lemmings?* Just follow the instructions, rip up the magazine and send the bits to us. In the immortal words of the Shake 'n' Vac advert: that's all you have to do!

HOW TO VOTE

Simply send us the form below, adhering to the following instructions:

1. All entries must be received by Friday 12th March 1992. Entries arriving after this date will be incinerated.

2. Fill in every section of the form. Leave any category blank and we'll send someone round to fill your mouth with concrete.

3. Only games released between January 1st 1991 and December 31st 1991 are eligible for voting.

4. All entries must include your name, address, daytime telephone number (if applicable), computer owned and must be sent in a sealed envelope.

5. Only one entry per person (and that goes for software companies too. Voting for your own games only shows signs of desperation and you wouldn't want that would you?).

Easy enough for ya? Send your entry to: Golden Joystick Awards 1991, The One, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Best Graphics
....

Best Soundtrack
....

Best Simulation
....

Best Coin-Op Conversion
....

Programming Team Of The Year
....

Hardware Manufacturer Of The Year
....

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....

Game Of The Year
....

Worst Game Of The Year
....

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TYPE OF COMPUTER...................................

From film studios to wildlife parks – Orlando has much more to offer than Disney World. John Cook packed his bags and scraped a few dollars together to take a look.

VARIATIONS ON A THEME

WHEN WAS THE LAST TIME you rescued ET, zapped back and forward in time to save the universe, got trapped in an earthquake and were side-swiped by King Kong, all in the same day? If this is your idea of fun, then maybe you should follow the example of over a million other Brits and make your way over to Orlando, Florida for your next holiday – chances are, you won't regret it!

One of the image problems that Orlando has is probably also its greatest asset – Disney World. This vast complex of theme parks and leisure facilities presents a bit of an image problem for the average man on the street. Snow White. Dumbo. Bambi. Little pink rabbits with floppy ears – it's enough to make you sick.

Certainly, my first and only visit to California's Disney Land was pretty unpleasant – wading knee deep through five year-olds and queuing far too long for rides that were, quite frankly, dull. The idea of visiting the same, but bigger, would fill any normal person with the kind of dread that comes as you turn an exam paper over or when your girlfriend rings you up in the middle of the night saying, "We must talk...."

Here's the good news – there's much more to Orlando than just Disney World. And there's more good news: Disney World itself is cut up into day-sized chunks, some of which are more orientated towards the kids than others.

Universal Studios

THIS $630 MILLION THEME PARK, jointly owned by MCA and the London-based Rank Organisation is a working motion picture and TV studio – but that only accounts for about 15 per cent of its 400 plus acres, the rest being themed into separate sections – New York, Hollywood, San Francisco, the Expo Centre and The Front Lot, plus a vast lagoon on which the climax of each day – a high-speed, explosive speedboat shoot-out – takes place.

The entry is the Orlando standard for these things: you pay at the gate, then everything else, apart from food and memorabilia, is free. This makes the $31 (about £17.50) fee a bit more bearable to the average pocket.

There are five major rides, including the amazing *Back To The Future* and 10 live and interactive shows, which vary from showing you the ins and outs of movie making to a good old fashioned Wild West shoot-out! Combine all these with the three tours, varied street entertainment, set streets and the assortment of lookalikes and cartoon characters and you'll be pushed to pack it all into a single day.

The Back To The Future ride is, without doubt, the best in Orlando: it combines realistic motion, in a specially modified eight-seater DeLorean, with four minutes of screen action that took over two years to make – using the very latest computer graphic technology.

The scam is that the Doc is controlling the car from 1991, but you're in it as it flies through the millennia, trying to bump Biff back into the 1950s. The effect is astonishing, due to the synchronisation of the car's extremely energetic movement with the Omnimax screen technology that fills the whole of your field of view. If you only try one ride in Orlando, it should be this one!

Another highlight of Universal Studios is the *Alfred Hitchcock – Art of Making Movies* show, where you can find out how that famous shower scene was shot and you get a chance to see some footage from a 3D version of *Dial M For Murder* that was never released.

IF YOU LIKE A GOOD SHOCK, these two offerings from Universal Studios may well appeal to you. Quake with fear at Ghostbusters or get trembling with the Earthquake.

Roosevelt Island
2

SALOON
HOTEL DE PARIS

GRAPPLE WITH KING KONG or watch a Wild West shoot-out: Universal Studios really knows how to put on a show.

EPCOT

THIS IS, THEY SAY, a celebration of the Global Village, consisting of 11 themed country areas: Mexico, Norway, China, Germany, Italy, American Adventure, Japan, Morocco, France, United Kingdom and Canada, plus scientific facts about the land, sea, your own body, the future and so on. The vision it presents may be a bit sanitised, and all thought through from an American perspective, but there's lots to see and do and you'll learn more here in one day than you would visiting the Science Museum for a week.

Each day at a Disney Theme Park will cost you $33 (around £18.50). Better value is a four-day pass for all three parks which costs $111.00 (£64) and will give you free transport between the parks. A five-day pass at $145 will also let you in free to the other Disney attractions of Typhoon Lagoon – beach plus waves, Discovery Island – an open-air zoo, River County – water park and Pleasure Island – discos, clubs and the like.

Sea World

YOU WANT killer whales, sea otters, dolphins, penguins, water-skiers, all manner of endangered wildfowl, man-made coral reefs? This is the place to find them. Although it's all educational, it's more fun than you might expect and worth it for a change of pace after all those other theme parks.

Disney's Magic Kingdom

THIS IS THE PLACE to take the kids: as you might expect, it's chock full of Disney characters and amazing rides.

It's much bigger than its West Coast counterpart, with themed sections: Adventureland, Frontierland, Fantasyland , Tomorrowland, Liberty Square and Main Street, USA, but probably more 'family' orientated than you might want.

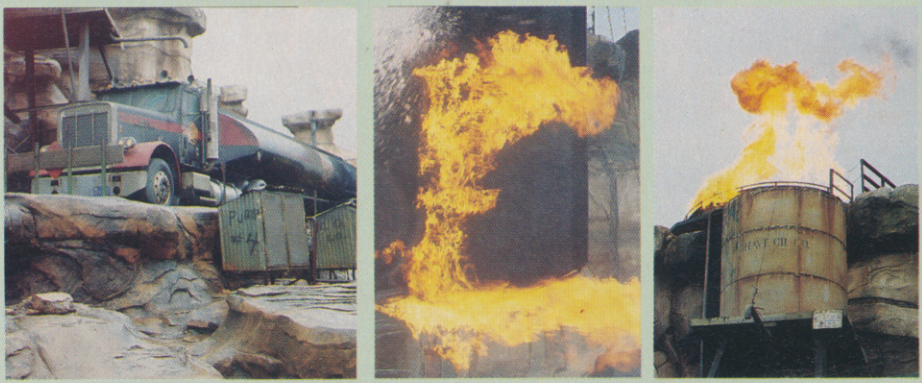
Disney MGM Studios

ANOTHER PARK that also has a working studio, sound stages and sets in the middle of it, including the front of the *Golden Girls* house – surely a Mecca for all you Channel 4 fans. This is probably more orientated towards explaining actual movie-making mechanics than Universal Studios, so your enjoyment of this one will depend on your own interest in these things. My own favourite is Catastrophe Canyon, a train ride through an outdoor set that first explodes into bits and balls of flame and then gets engulfed by a gigantic flood. You then get shown around the back of the set to see how it's done.

For less of an adrenaline rush there's a celebration of the great American love affair with the movies – the Great Movie Ride, which has some great sets and the Muppets 3D Theatre.

UNIVERSAL STUDIOS certainly lives up to its name: pictured above and left are the Chinese Theatre and the New York section.

BELOW: THREE STAGES in the Advent Of An Apocalypse at Disney MGM Studios.



NIGHT TIME

THERE ARE ALL MANNER of very silly things to do at night in Orlando. Theme dinners seem to be the rage – where a dinner is started, followed and interrupted by themed entertainments of various sorts.

They include Arabian Nights, Mystery Dinners (where a murder is committed and solved during the meal), Asian Dynasty and Medieval Times – a 'merrie feaste' featuring, among other things, jousting and sword fighting.

For more varied entertainment there's the Church Street Station complex in Downtown Orlando which has lots of live music, clubs and fooderies – close to Terror on Church Street, a real live horror show. This makes the London Dungeon look like the Sooty Show. An amazing themed dark maze, with about 20 actors that jump out at appropriate moments and go, "Boo!!!" and swing double-headed axes. Or rattle cage bars, or jubber loudly in your ear or jump out of paintings. It is fantastically scary, great fun and highly recommended!

Finally, if you're stuck out at the Disney Complex, there's Pleasure Island, a vast site of bars and discos. The gimmick? It's New Year's Eve every night, complete with fireworks, ticker tape, street shows, the works.

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It's fairly obvious that the man who wrote Captive isn't going to include Teenage Mutant Hero Turtles among his favourite games. But what exactly would Tony Crowther include, given the chance to put together...

"My Ideal Compilation"

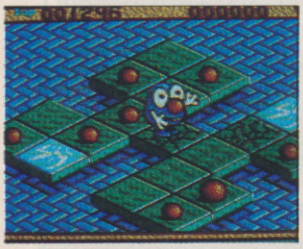
TONY CROWTHER

LIKE LAST MONTH'S COMPILER, Archer MacLean, Mr. Crowther is a chap who seems to have been around forever, without having had his name put to too many games.

Self-taught 26-year-old Antony Crowther's first taste of computing came in 1981 when he used to "skive off lessons to hide out in the school library and play around with the Sharp MZ80K." The school also boasted a BBC micro, but Tony admits that this didn't have the same appeal.

The first professionally produced fruits of this labour came in 1984 when *Aztec Tomb* was released by Alligata for the C64.

The switch to 16-bit programming and design came when he was asked to do the graphics for Ross Goodley's puzzle game, *Bombuzal*. The success of this led to further work for the Image Works label, including *Phobia*, which Crowther now describes as: "a little disappointing, as it was a straight port from the 8-bit game really."

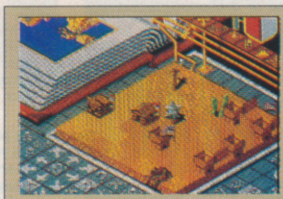


In the months that followed the completion of Phobia, Crowther fiddled about with a new style. After five months' hard graft, he showed it to Mirrorsoft who expressed an immediate dislike. Taking this to mean that they didn't want it, Crowther took it to Electronic Arts and Mindscape.

Electronic Arts didn't say no immediately, but wanted some changes made before making a decision, while Mindscape came back with an immediate "yes". That game took a further eight months to complete, but he thinks that it was worth it, as it swept the boards at that year's industry awards ceremony. The game? *Captive*!

The game's success makes Tony feel justifiably proud, but he's not bitter that it was turned down at first: "I hope Mirrorsoft are kicking themselves now."

When he's not bashing away at a keyboard, Tony likes to try his hand at 10-pin bowling. So will his next project be a bowling simulation? "I shouldn't think so," he replies. "The whole fun of bowling is that you get embarrassed when you screw it up. You don't get embarrassed in computer games. That's why I like *Dungeon Master* style games – you can get some feeling into them."



POPULOUS
Published by: Electronic Arts
Released: 1989

The Bullfrog boys' meisterwork regularly pops up in lists of favourite games, probably because it's one of a kind (or at least it was until the sequel was released). The ground-breaking (and, indeed, ground-building) gameplay needs little introduction, as more than 400,000 of you worldwide have already played it to death.

- "I like this mostly because I enjoy being a god. But it's more than just that: it's novel, it's easy and it works as game."

DUNGEON MASTER
Published by: FTL
Released: 1987

The original, and some say still the best, dungeon-based role-playing game was nothing short of a landmark in gaming history. Over the years since its release, it's been complemented by its own editor, a wholly new game (*Chaos Strikes Back*) and a host of imitators, but is still being played by countless lost souls.

"This one still gives me an excuse to skive off from lots of work that I really should be doing. In fact, I had to take three months off when I first got it. Why? I suppose it's because the atmosphere's unreal."

JIMMY WHITE'S WHIRLWIND SNOOKER
Published by: Virgin
Released: 1991

Archer MacLean's stunning simulation has been hovering about at the top of the charts since its release – and rightly so! Not so much a licensed game as a sports simulation endorsed by one of the game's masters, *Jimmy White's Whirlwind Snooker* has become the mark by which all table and ball games (if not all 3D simulators) will be judged for some time to come.

- "What can I say? This one really freaked me out when I saw it - it looks absolutely superb. It's not perfect – the fine tweaking of each shot is a little bit of a pain – but it's unbelievably playable."

DEATHLORD
Published by: Electronic Arts
Released: 1986

Unfortunately released on C64 only, *Deathlord* was a massive role-playing game which captured Crowther's imagination almost from the moment it was released, and provided a lot of the inspiration which has since fuelled his own RPG efforts, *Captive* and *Knightmare*.

- "Deathlord came out at about the same time as the first of the *Ultima* series, but I think that it was miles better. Myself and my brother used to play off against each other even though we lived miles apart. We would both play separate games, save them out and then meet up to compare the results. Then we'd make copies of the one who'd got the furthest and carry on. Great fun."

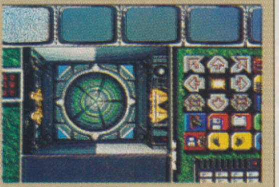
ANYTHING FROM INFOCOM
Published by: Infocom
Released: N/A

Hardly a month goes by without one or more of these classic US-developed text adventures popping up in our ideal compilation. Tony has decided to go the whole hog though, by naming the whole range: *The Hitchhiker's Guide*, *Leather Goddesses*, *Planetfall* – they're all on a par as far as Tony's concerned.

- "I know that they're only text adventures, but the one great advantage they've got is that they're enjoyable all the way through to the end."

CAPTIVE
Published by: Mindscape
Released: 1990

Well, he got this far without naming one of his own games, so it's only fair that we finish with this one. That said, there are a lot of people out there who agree, as the game has picked up numerous awards, including the Best RPG and Best Game awards at the 1990 software industry bash, and the Best Adventure Game gong at France's Tilt D'or ceremony. But Tony almost missed out on collecting anything for the game, as he was busy telling Peter Molyneux how he thought *Powermonger* was going to get the best RPG trophy when his name was called and he couldn't get back to his seat in time, so the award was collected by a representative of Mindscape instead. "I thought that was it," Tony remembers. "I never thought that we'd get the best game award as well – I was convinced that that was going to Bullfrog." Well, it didn't, and Tony made sure that he got his share of the limelight second time around.



- "Believe it or not, I've not even played the damn thing properly yet – I'm dying to give it a go! The reason I've not been able to get to grips with it is that I've been too busy finishing *Knightmare*, but I'm going to take a couple of months off when I'm finished to give it a go."

"NOW HAS THE 1991/92 FOOTBALL LEAGUE/NFL PLAYER DATA"

DIVISION ONE 92

"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games."

– The Guardian

THE GAME. Everyone has his own ideas on what makes a soccer team "tick". Here is the opportunity to put into practice your own ideas. Operating from the English 1st Division you must build a squad to challenge for the league title, the FA and League Cups and the 3 European trophies. And as players age, rebuild the team while holding off relegation.

SQUADS/TRANSFER MARKET. In a 3 squad system (1st team squad, reserve squad and youth squad), use the continuous intake of youth players and training program to create a squad whose skills reflect your ideas. Supplement these skills with carefully selected transfer market acquisitions. As they age, veterans fade and youngsters develop, keep a sharp eye on the changing skills of your team.

SKILLS. All players have a balance of 5 skills (no "skill levels") which you must discover by experimenting with your team. Even more important will be your judgement about the effect of the particular team balance or skill combination on the outcome of a match, and subsequently a season of football. Suitable training can develop/enhance skills or sustain the stamina of ageing/injured players.

MATCH/STATS. Your judgement will be put to the test in this unique 4 minute match/stats simulation against accurately simulated opposition. This is the measure of your team and your most reliable source of information. There are displays of: match flow, two teams, player-with-the-ball, injuries, discipline, substitutions, in-match tactics, goalscorers, possession breakdown and performance assessment.

WHAT IS DIFFERENT ABOUT THIS GAME?

Sophisticated "A1" techniques replace "skill levels". Judgement replaces mental arithmetic. Intelligence replaces luck. Division One 92 is a simulation of the world of the soccer manager. Its fascination comes from its closeness to the real thing, its addictive quality is that of soccer itself.

HEADCOACH V3

"When it comes to the 4th down Headcoach has it". "Head Coach", "TV Sports Football" head to head.

(Pop Comp.)

THE GAME. HeadCoach is the complete American Football simulation. You take charge of the latest recruit to the NFL, and through skilful design of gameplans and the use of the college draft, build up a 45 man squad to keep your fans happy and win the Superbowl. Unlimited seasons and ageing players produce a realistic game of fluctuating fortunes.

THE MATCH. The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your game-plan to the skills of your squad, and exploit the weaknesses of the opposition. It's here where the strengths and weaknesses of your players are highlighted.

TRAINING CAMP. An opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. A 40 yard timed run will reveal their sharpness. Wide receivers, running backs, linebackers, cornerbacks and safeties need to shine here.

COLLEGE DRAFT. During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). The college draft should be used to find those stars of the future and make sure they're playing for you.

STATISTICS. The statistics centre will encapsulate your team's and your players' season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks... all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we retain that.

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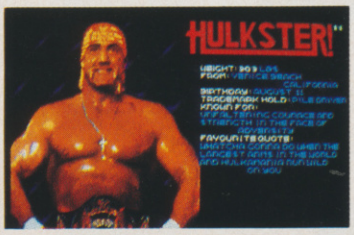

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67 **OH NO MORE LEMMINGS!**
(Psygnosis)

69 **COVERT ACTION**
(MicroProse)

Who, what, where, when, why and how. Everything you ever wanted to know about the latest games that others couldn't tell you. Here at The One, we strive to bring you the most informative guide to whether or not you should part with your cash. Our unique reviewing style lets you feast in the quality (high or low) of the graphics, while our expert gamesplayers tell you everything else. Why bother with expensive imitations?

GRAPHICS
Do the reds go well with the blues or do you just get a purple haze? Quality counts as well as quantity.

DURABILITY
Will it gather dust after a few weeks or will it be in and out of your computer so often it gets dizzy?

SOUND
A test of quality and aptness. Does it suit the mood or do you get brass bands during a funeral?

PLAYABILITY
Does it handle like a Ferrari or a Skoda? Is it a prize marrow or a prize turkey? This is the big one.

OVERALL
All the rest combined and then some. This is the one you should listen to, it means business!

WHAT'S TICKLING THE TEAM

CIARÁN BRENNAN

The man with the accent has been really worked up recently. Why? *Oh No More Lemmings!* It's been making him so mad, he's taken to singing West End Musicals in the office. Psygnosis has a lot to answer for.

PAUL PRESLEY

The man with the famous namesake has been playing *MicroProse Golf*. There's nothing he likes more than to wander around Hyde Park with a club in his hand looking for his balls. Always said he was strange...

JOOLS WATSHAM

The man with the long black coat has been talking about his four green amphibians this month. His latest supply of terrapins arrived the other day and he won't shut up about them (Turtles? Wotcha talking about?).

GORDON BARRICK

The man with the Mac took time off from his designing chores to have a stab at the *Powermonger* Data Disks. Two weeks and several phone calls to Bullfrog later, he returned to playing games... er, working hard on his Mac.

BRIAN NESBITT

The man with the cable TV hasn't been playing much. He's spent every hour watching the wrestling. His eyes lit up when he heard that *WWF* was arriving, but dimmed to their usual dullness when he discovered how 'good' it was.

Don Bluth, master of cartoons, strikes back with a sequel to the best-selling *Space Ace*. But this time, has he remembered to pack a game as well as a paintbrush?

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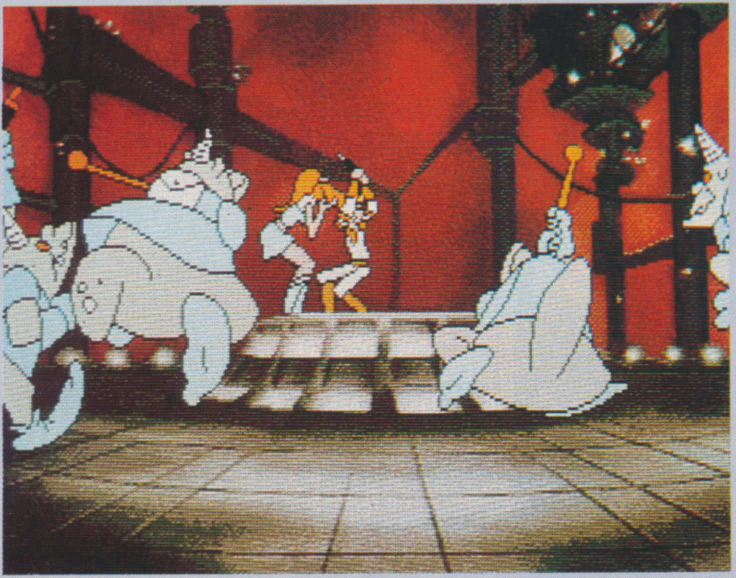
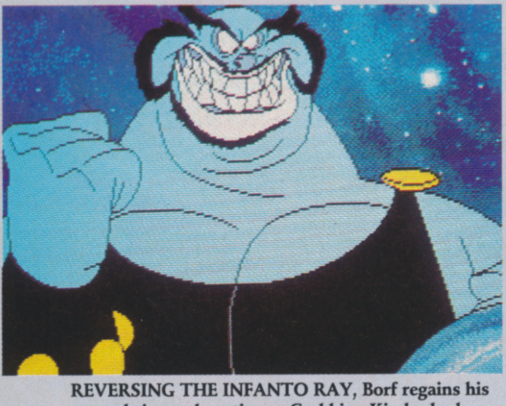


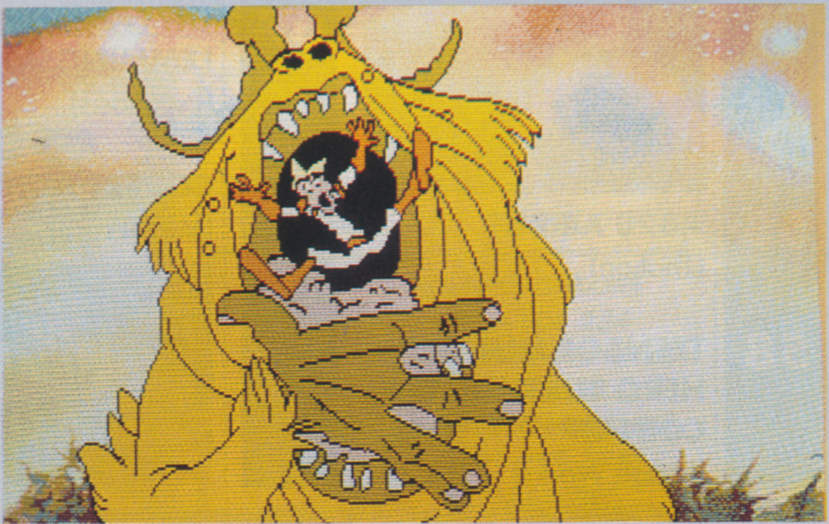
LAUNCHING THEIR attack, the Goons (not Spike, Harry, Peter and Michael) charge at Dexter and Kimberly, nabbing the baby Borf.

JUST WHEN YOU THOUGHT it was safe to live on Earth! Having battled through the original *Space Ace* coin-op (and home conversion), Dexter and his missus finally managed to reduce the evil Commander Borf to an infant child and save the world from the terrors of the Infanto Ray.

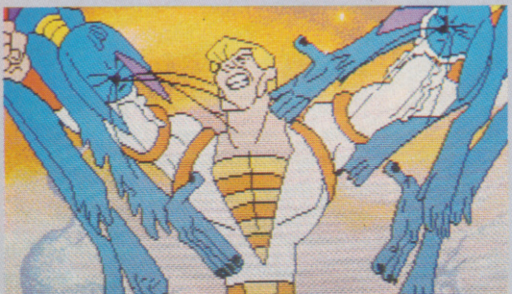
Of course, no evil Commander worth his salt is going to be without his henchmen, and no sooner has Kimberly picked up the little baby for a cuddle than Borf's men swipe back the pair and reverse the effects of the ray, restoring Borf to his former glory. Looks like Dexter (and his alter ego, Space Ace) are going to have to go through it all one more time.



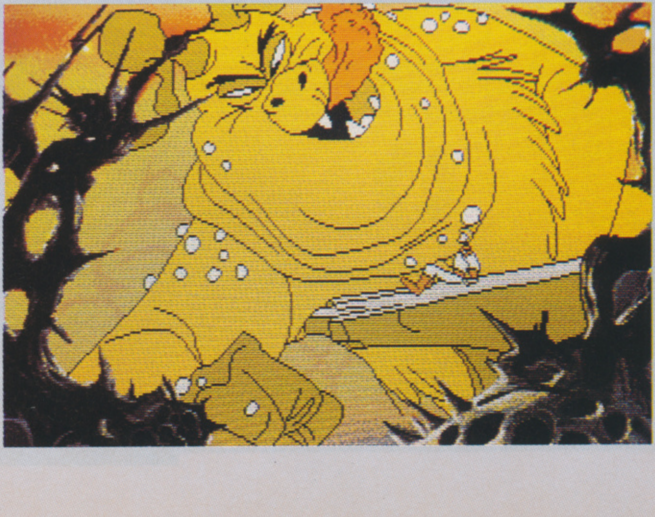
REVERSING THE INFANTO RAY, Borf regains his natural size and nastiness. Grabbing Kimberly, he heads off for his base on a nearby planet.



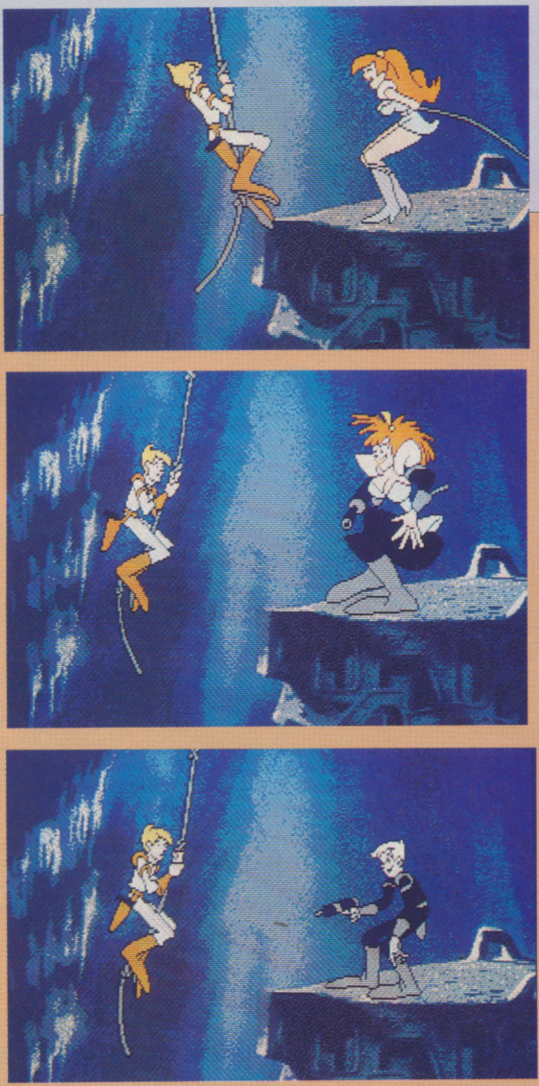
NO SOONER HAS DEXTER landed than he's attacked. A giant yellow monster sees him and his ship as a tasty snack between meals.



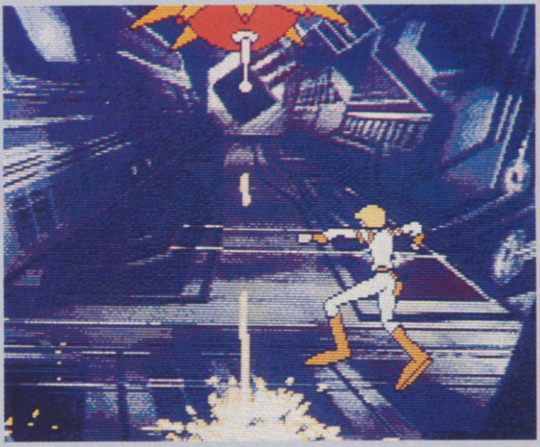
ESCAPING THE MONSTER, Ace next finds himself attacked by the killer cats. Time for Space Ace to appear and lend a hand.



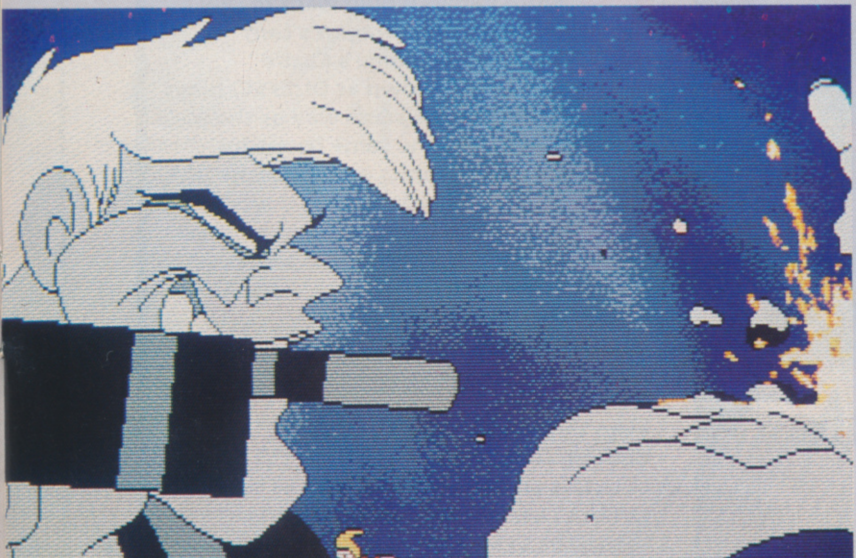
THE GIANT yellow monster makes a re-appearance as Ace runs across a bridge. A quick blast or two should do the trick.



SEVERAL TRIALS, tribulations, traps and pitfalls later, Dexter finds Kimberly, only for her to become his worst nightmare, Dexter's dark side. With nothing more than Dex's death on his mind, the evil twin starts blasting.



MAKING IT INTO the base, the diminutive Dexter stumbles onto a robot patrol sentinel. Avoiding the lasers, he hurries towards the door on the far side of the room.



GROWING IN SIZE, the dark Dex has a similar idea to the yellow monster outside. Avoiding his mouth, Dexter hops down the giant's body, avoiding laser blasts as he goes.

THE WORD

***SPACE ACE II* HAS all of the usual Don Bluth trademarks: beautiful graphics, wonderful sound and little or no gameplay – although there is some consolation in that this time around it's a tenner cheaper. Funnily enough, the game is almost enjoyable; despite the lack of involvement, you do want to see what comes next, so you're likely to find yourself plodding on with each screen until you complete it (a tribute to Don Bluth's fantastic graphics). It has to be said, though, that you could probably finish the game in a matter of days and once you know what to do, you can play through it in less then 10 minutes – not what you expect for £35.**

The presentation is another problem: constant disk accessing means constant interruptions and causes the story, the game and your interest to collapse around your ears. The save/load option is welcome, cutting out the need to play through each scene every time you restart, but in most respects Space Ace II is exactly the same as all its predecessors: while fairly strong in the short term, it doesn't have much to offer in the long. And that's really what's stopping you from parting with your cash. This is one of those computer 'experiences' which it's worth seeing at least once (and maybe even having a go at), but you should certainly think long and hard before shelling out for it.

Enjoyable enough until it's over (which won't take very long)

Paul Presley

After polishing off *Space Ace 2*, Don Bluth turns his attention back to his original hero, Dirk The Daring. More of the same, anyone?

DRAGON'S LAIR:

ESCAPE FROM SINGE'S CASTLE

DRAGON'S LAIR: ESCAPE FROM SINGE'S CASTLE
READYSOFT

PRICE
£34.99

OUT
NOW

GRAPHICS
92%

SOUND
92%

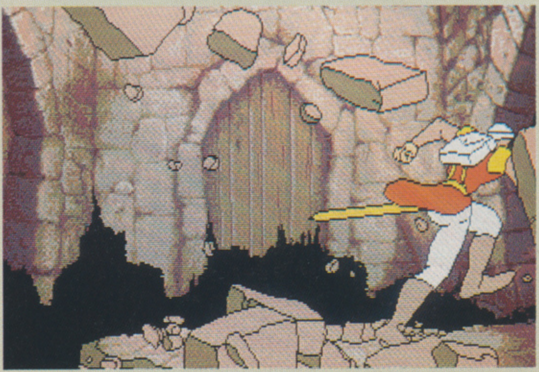
DURABILITY
49%

PLAYABILITY
55%

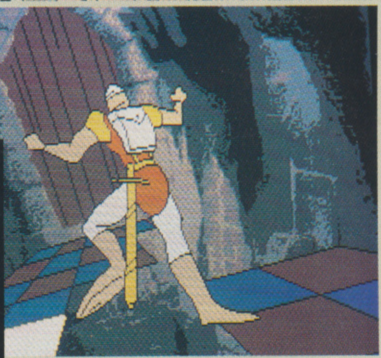
OVERALL
56%

FOR ANYONE WHO BOUGHT the original *Dragon's Lair* and felt slightly cheated at the lack of half the coin-op's screens, the time has come to rejoice. *Escape From Singe's Castle* is, essentially, all the scenes that weren't included first time round, and then some.

Princess Daphne's been kidnapped again (you just can't keep a good girl down, can you?), taken back to Mordroc's castle by the evil dragon Singe and Dirk is once more off to the rescue.

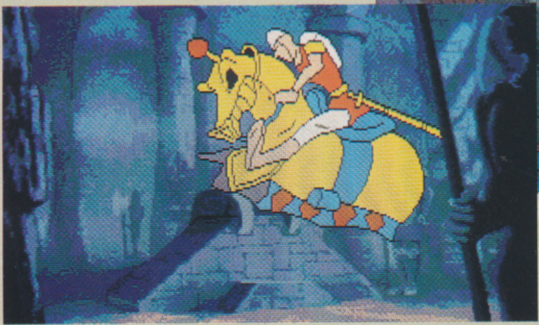


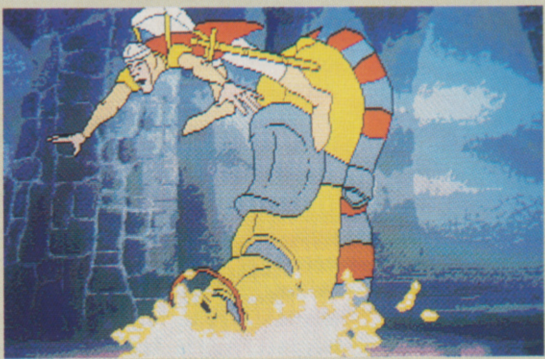
DIRK'S QUEST STARTS at the end of a long corridor. As the doors slam shut, the walls and ceiling start to cave in. Zoinks!

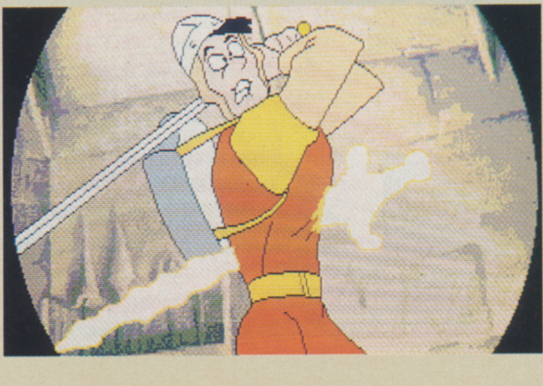


ESCAPE HE DID, to find himself standing on a large checkerboard floor, which starts to fall away under his feet. Some nimble footwork is required, otherwise Dirk will fall to his doom. Crivens!

A STRANGE HORSE contraption faces Dirk in the next room. Unable to resist, he mounts the horse only for it to fly off towards a large wall of fire. Yipe!







INSIDE THE CASTLE'S smithy, Dirk faces the magical attacks of the flying sword and anvil. Time to brandish his own piece of steel to save the day. Yowzer!

THE WORD

I CAN'T HONESTLY SEE why anyone who has any of the other Sullivan Bluth games would want to buy a different one. *Dragon's Lair: Escape From Singe's Castle* (hereafter known as DL:EFSC) plays in exactly the same way as the others, has the same beautiful style of graphics and the same lack of interaction and is only worth your while if you want to impress onlookers. Much of the same criticisms levelled at *Space Ace II* are applicable here, the one advantage that it has (and even this is nothing to go wild about) is an extra disk's worth of 'action' (a term I use in the loosest possible sense). DL:EFSC is another 'try before you buy' candidate, but will no doubt sell by the bucketload (you fools).

More of the same, only different

Paul Presley

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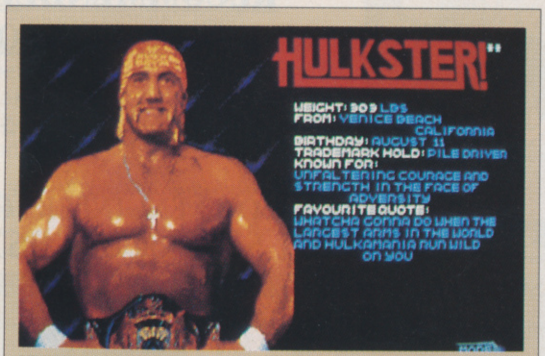
WWF WRES

WWF WRESTLE-MANIA
OCEAN
PRICE
£25.99
OUT
NOW

GRAPHICS 80%
SOUND 66%
DURABILITY 70%
PLAYABILITY 70%
OVERALL 68%

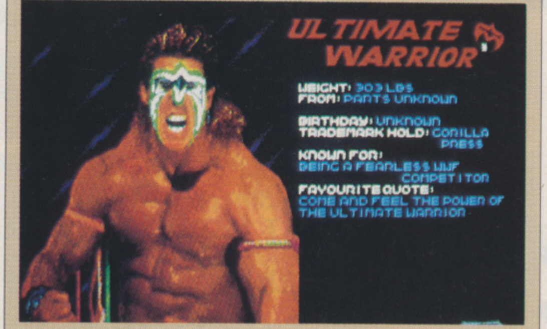
IN THE MONTHS BEFORE Sky TV was launched, everyone was complaining about how satellite television would lower the standards of broadcasting as we knew it. The satellites went up, entered a geo-stationary orbit, beamed hours upon hours of *WWF Wrestling* onto our screens and everyone's fears came true. The likes of Hulk Hogan and the Ultimate Warrior became as big as the Turtles were last year (figuratively, not literally).

Ocean has always known a good thing when it saw one and has released *WWF Wrestlemania* on an all-too suspecting world.



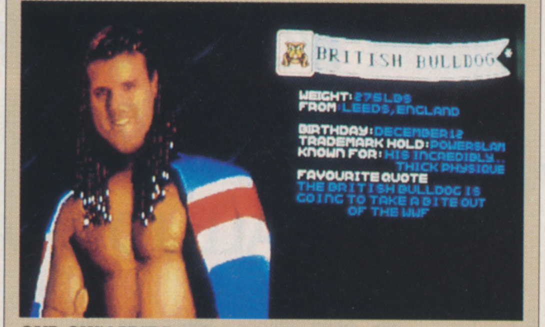
HULKSTER!
WEIGHT: 303 LBS
FROM: VENICE BEACH CALIFORNIA
BIRTHDAY: AUGUST 11
TRADEMARK HOLD: PILE DRIVER
KNOWN FOR:
UNFALTERING COURAGE AND STRENGTH IN THE FACE OF ADVERSITY
FAVOURITE QUOTE:
WHATCHA GONNA DO WHEN THE LARGEST ARMS IN THE WORLD AND HULKAMANIA RUN WILD ON YOU

THE THREE HEROES each have different abilities. The immortal Hulk Hogan is a master of the Pile Driver, the ancient art of jamming your opponent's head between your legs and dropping him to the floor.



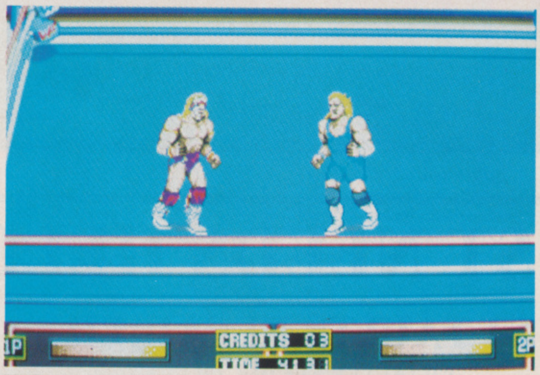
ULTIMATE WARRIOR
WEIGHT: 303 LBS
FROM: PARTS UNKNOWN
BIRTHDAY: UNKNOWN
TRADEMARK HOLD: GORILLA PRESS
KNOWN FOR:
BEING A FEARLESS WWF COMPETITON
FAVOURITE QUOTE:
COME AND FEEL THE POWER OF THE ULTIMATE WARRIOR

THE ULTIMATE WARRIOR (even though he's not in the WWF anymore) is a mysterious character. Hailing from parts unknown, his specialist move is to hoist you over his head and throw you roughly to the floor.

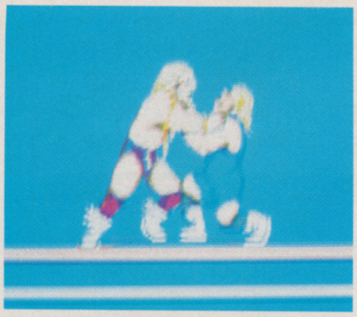


BRITISH BULLDOG
WEIGHT: 275LBS
FROM: LEEDS, ENGLAND
BIRTHDAY: DECEMBER 12
TRADEMARK HOLD: POWERSLAM
KNOWN FOR: HIS INCREDIBLY.. THICK PHYSIQUE
FAVOURITE QUOTE
THE BRITISH BULLDOG IS GOING TO TAKE A BITE OUT OF THE WWF

OUR OWN PRIDE and joy, the British Bulldog, is a specialist of the Power Slam. After knocking you senseless, he proceeds to ram his stocky frame into your rib cage as hard as possible.



THERE ARE FIVE OPPONENTS for your chosen wrestler to face starting with Mr.Perfect. Defeat him and it's on to The Warlord, The Million Dollar Man (Ted DiBase), The Mountie and, finally, Sgt. Slaughter.



INITIALLY IT'S A SLUGFEST as both athletes fly into each other with a dazzling display of punches. Get close enough to grapple and it turns into a joystick-waggling affair.

WHATEVER HAPPENED TO BIG DADDY?

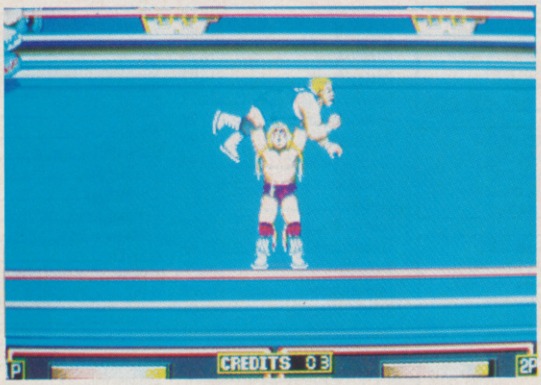
AMERICAN WRESTLING started life in this country as a 10-minute segment of ITV's Saturday afternoon wrestling show, six or seven years ago. Although it never really took off here, in the USA things were just beginning for the now universally popular giants. Today, putting the WWF logo on anything ensures million-dollar sales, with merchandising ranging from WWF ice cream bars to Hulk Hogan Workout Teddy Bears.

Ever since Sky TV started broadcasting, popularity has grown both in this country and throughout Europe, with British sales of the official WWF magazine excessing 200,000 copies per month. In order to boost awareness, the superstars of the WWF recently made a British tour. Playing to packed audiences at such prestigious venues as the Royal Albert Hall, the likes of Hulk Hogan and The Undertaker made lasting impressions, especially with the younger sections of the population.

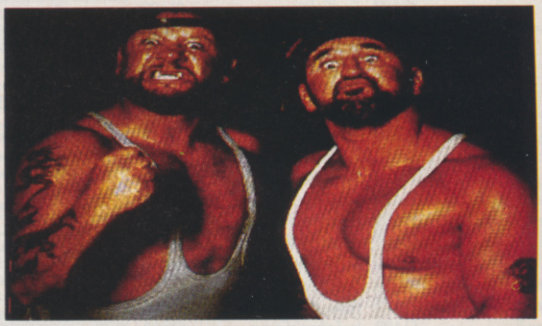
Sky TV currently has four regular wrestling shows (*Superstars Of Wrestling, WWF Primetime Wrestling, WWF Wrestling Challenge and All American Wrestling*), repeated throughout the week on Sky Sports and Sky One. This line-up doesn't include special events (such as the recent Survivor Series and the numerous Wrestlemanias) which are reserved for the Sky Movies Plus channel.

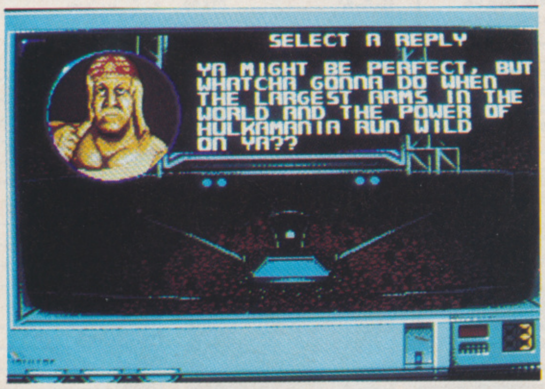
One reason why wrestling is so popular is the characters. The Undertaker, a huge figure cloaked in black, wraps his opponents in a body bag when he

S TLEMANIA



WIN THE CONTEST of waggles and you'll perform your special move on your opponent. This does the most damage to the victim and is the quickest way of ensuring a pin.





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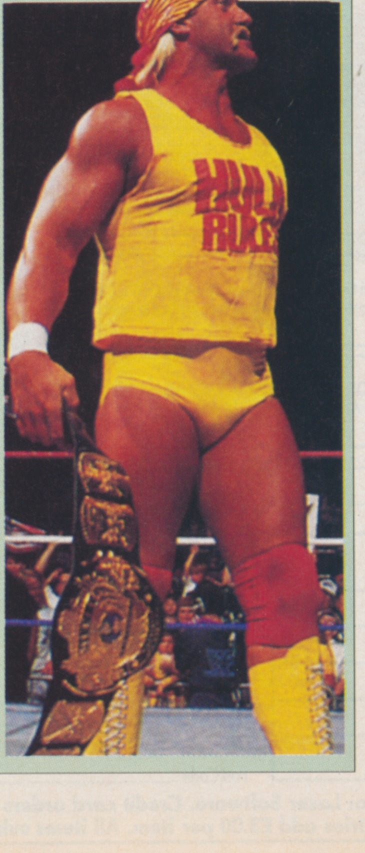
SELECT A REPLY
YA MIGHT BE PERFECT, BUT
WHATCHA GONNA DO WHEN
THE LARGEST ARMS IN THE
WORLD AND THE POWER OF
HULKAMANIA RUN WILD
ON YA??
```

BEFORE EACH MATCH you and your opponent can engage in a verbal battle of wits. Choose an appropriate response to your enemy's insult and, erm... not much else really.

beats them and carries them off. Sgt. Slaughter, branded a traitor during the Gulf War because he teamed up with Iraqi tag-team Gen. Adnan and Col. Mustafa, is now a good guy after pledging allegiance to the flag.

In a recent match, The Macho Man Randy Savage took on Jake 'The Snake' Roberts after Jake set a King Cobra loose on Randy's newly-wed bride the lovely Miss Elizabeth. Due to losing a previous career match, Randy Savage had been forced out of the WWF and had spent the intervening months as a commentator. Ever since the incident, Randy had run a campaign for re-instatement, but only received it after Roberts lured him away from the commentators' box, and into the ring, tied him up in the ropes and set the snake on him (amidst such classic lines as "I hope that snake's been de-venomised!").

WWF wrestling really is silly stuff, but it's also very entertaining. If you haven't got Sky (or cable) yet, then you could always catch up with the more violent, but equally absurd WCW Wrestling on ITV (Saturday mornings). Whichever league you decide to pursue, you're guaranteed a lot of entertainment.



THE WORD

YES, I KNOW that Sgt. Slaughter is now a good guy, that Mr. Perfect doesn't wrestle any more, that Ted DiBase's special move is the Million Dollar Dream Hold, and that The Mountie rarely uses anything but his cattle prod and the annoyance of that little runt Jimmy Hart, but none of that's important to a WWF game, is it? Well actually yes, it is. The very thing that makes American wrestling so popular is the characters, gimmicks and storylines, not the wrestling. Sadly, this is what Ocean, and virtually every other wrestling game producer, has failed to grasp, treating the phenomenon as a sport, instead of what it really is – entertainment. The actual game isn't particularly brilliant either. It has its good points, the characters are well defined, easily recognisable, and the two-player option adds a small amount of pleasure, but that's about all there is. The lack of decent moves is ridiculous and the joystick-waggling aspect, unless you put a lot of time into practising, doesn't work. *WWF Wrestlemania* is a completely missed opportunity and we can only hope that whoever does the conversion of the *Wrestlefest* coin-op (a decent wrestling game) makes a better job of it.

Missed opportunities, unwieldy control method and a lack of decent action

Paul Presley

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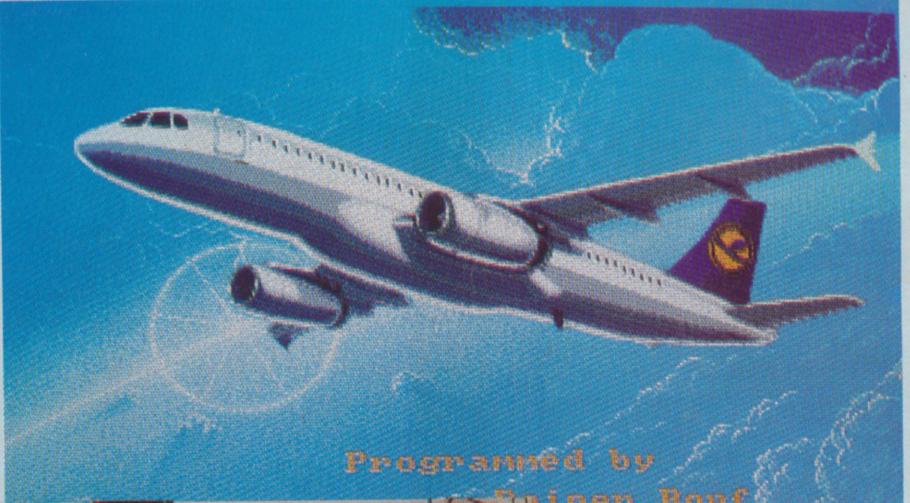
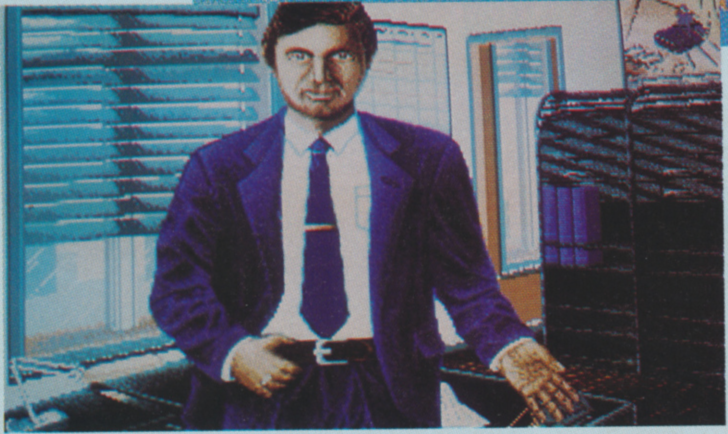
THE A320 AIRBUS, the first medium range 'Jumbo' Jet, is a totally European aircraft which has been in service since 1988. It boasts two jet engines, 150-seat passenger-carrying capability and a range of between 35,000 km and 59,500 km. Thalion's simulation was designed and written by a pilot with over 2,000 hours' flying experience, so you can be fairly certain about its authenticity.

Your aim is to achieve promotion from Student Pilot to the rank of Chief Pilot. You have your own log-book and are allocated a duty roster based on actual Lufthansa schedules. The higher you rise in the ranks, the tougher your job becomes.

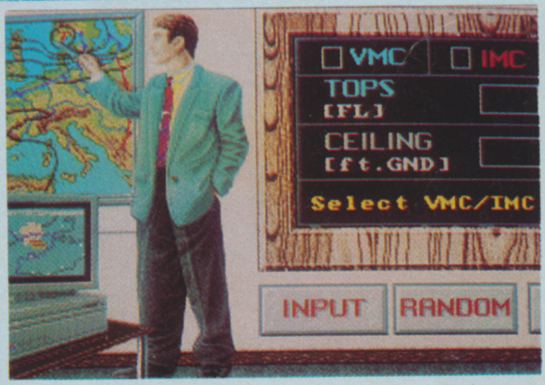
Unexpected difficulties arise, such as instrument failure, inaccurate weather reports and landings in zero visibility. You're asked to react quickly in hostile conditions to anything the simulation can throw at you. Only pilots who achieve a success rating of 75 per cent or better can qualify for promotion. Even if you perform well, it could take 500 hours of flying time to make it to the top...

THIS LOADING SCREEN is the only time you'll see an external view of your aircraft. *A320 Airbus* is a no-holds-barred flight simulation, so there are no views from control towers, tracking planes or 360° remote cameras. The views you get are the ones you'd have sitting in the cockpit of the real thing: ahead, left and right – and that's it.

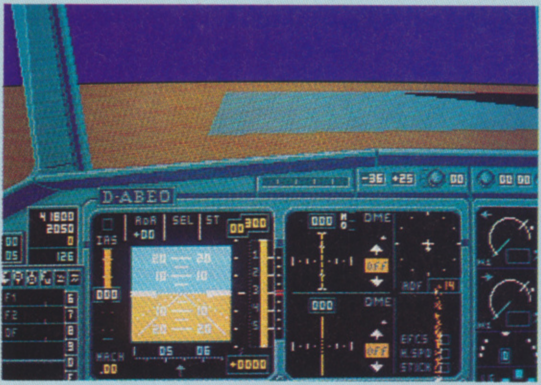




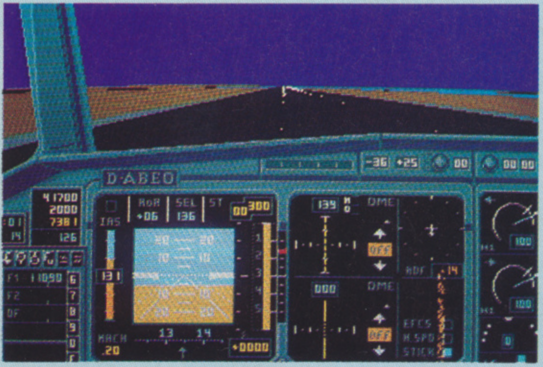
AT THE START you have a choice between training and duty. If you enter training mode, you can customise the simulation to suit your abilities and your performance is quickly forgotten. Duty mode is more serious: you're allocated a personal log-book which keeps track of all your flights and judges whether you're fit to be promoted from the humble rank of student pilot. Over 100 different airports and the entire airspace of Northern Europe are yours to fly at your leisure.



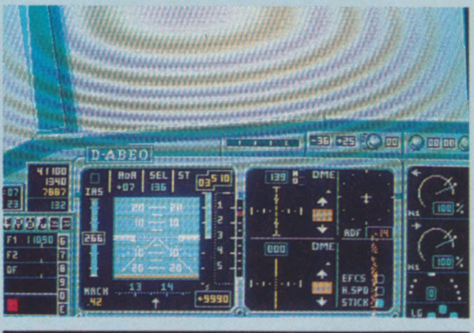
BEFORE ZOOMING OFF, you have to set the simulation's parameters. In training mode you can fly from any airport in Europe to any other, set the cloud level and general weather conditions, top up with fuel in-flight – with or without passengers and freight. The Met office is the most graphically interesting of the otherwise run-of-the-mill presentation screens.



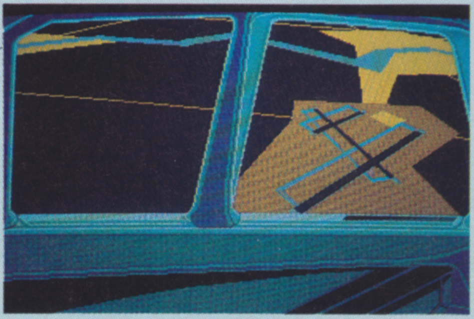
THIS SIMULATION INSISTS that you do everything by the book: starting the left and right engines to warm them up, applying extra power to taxi onto the runway, then achieving maximum thrust to begin the take-off.



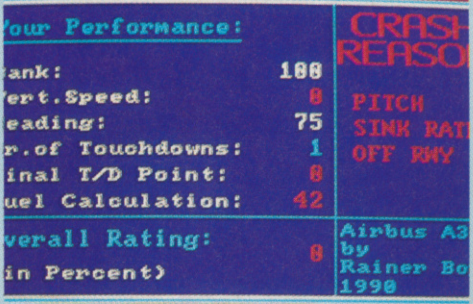
ALL THAT HARD WORK seems worth it as you ease from the runway and begin your ascent. Whatever mode you choose, you must have enough fuel: if you forget, the reserve of 50kg will allow you to achieve an altitude of about 10 feet before returning you to earth with a bump.



THE MAPS detail the navigation routes you must use from take-off to landing. The instrument panel generates a vast amount of data which, although confusing, is essential for doing the job. Everything you need to know is displayed – including information you wouldn't normally find in a flight sim, such as fuel consumption in kg/hour, and relative and absolute bearing markers.



DEPENDING ON YOUR Estimated Time of Departure, flights can take place during the day or at night. Approaching your destination is one of the harder parts of the flight and is tough without the ILS. It looks easy when you can see the runway in the distance, but the last couple of miles require great skill and fine adjustments to negotiate safely. Should you crash, the whole screen shakes...



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our Performance:                  CRASH
                                  REASO
ank:                  100
ert.Speed:              0         PITCH
eading:                75         SINK RAT
r.of Touchdowns:        1         OFF RWY
inal T/D Point:         0
uel Calculation:       42
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verall Rating:          0         by
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...and you're presented with the end-of-flight report. You can crash for various reasons: flying too fast, banking too steeply, landing off the runway or forgetting to lower your landing gear. The other information reflects your suitability for promotion: how many touchdowns you made on landing, how successful your fuel allocation was, and the dreaded Overall rating.

THE WORD

IF YOU'VE PLAYED ANY of the MicroSoft or SubLogic flight simulations, you'll know what to expect from *A320 Airbus*: a faithful representation of the real thing, with true-to-life flight handling characteristics, a huge range of controls, masses of data and sophisticated navigational aids. It doesn't really classify as a game: if you think you can just load up and indulge in some *F-19* style fancy flying, forget it. It doesn't compromise on realism, either: you won't find a 'no-crash landings' option, and a less serious-minded effort might have included a tacky explosion when you thundered into the ground at Mach 2. The motivation lies in improving your flying performance and gaining promotion, not just completing a flight by landing safely with all passengers intact. There is, however, one welcome concession to arcade gaming: a double speed key, which cuts some of the tedium of long-distance flying. The sound is disappointingly functional: apart from an impressive engine start-up effect and the authentic squeal of tyres on the runway, the in-flight noises consist of a hypnotic one-second loop and a few token warning sounds. It would have been more atmospheric if the deafening roar of take-off or a few buffeting noises in the clouds had been included. The graphics are a little more impressive: the instrument panel works well and the 3D runs smoothly during take-off and landing – the only disappointment occurs when you fly above cloud level, where the realism of a featureless sky makes for boring viewing. The packaging, on the other hand, is excellent. The wire-bound 220-page manual is, according to Thalion, a replica of the documentation you'd find in a real A320, incorporating 120 pages of airfield approach maps and a 100-page guide to flying the plane; in addition you're given three official Jeppesen high- and low-level flying charts. Airbus has been a long time coming but, despite a few aesthetic reservations, it's been well worth the wait. What it tries to achieve, it succeeds at: its realism and atmosphere are second-to-none, and if you're a flight sim enthusiast looking for a comprehensive challenge, this is it. If you're expecting dramatic visual effects, great sound, and a thrill a minute, maybe you should look elsewhere. Real life just isn't like that.

> **Among the most comprehensive 'true' flights sim to date**

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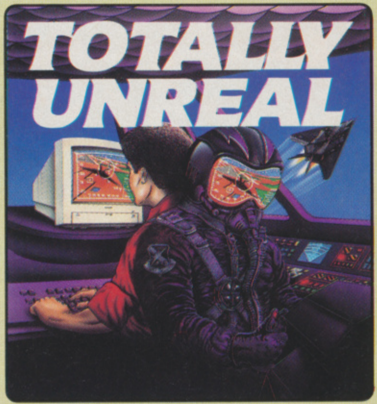

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The heroes in a half-shell are on another mission to save April O'Neil from the evil clutches of Shredder.

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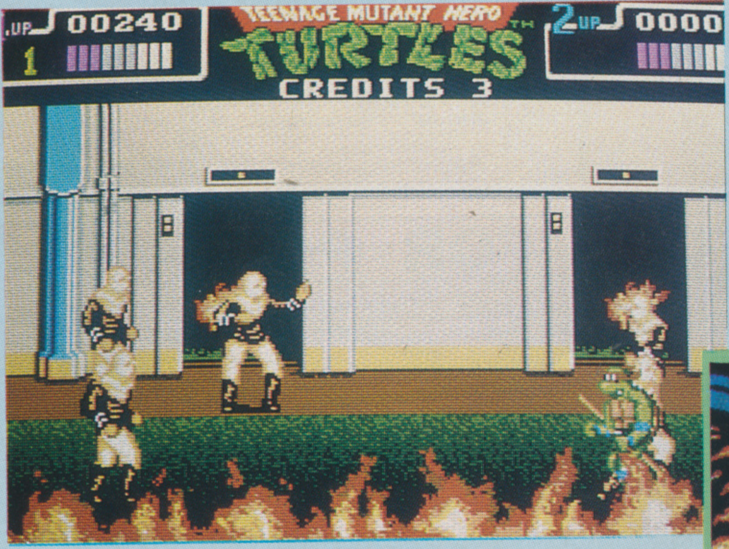
TEENAGE MUTANT HERO TURTLES
THE COIN-OP

WOW, MAN! That evil dude, Shredder has kidnapped ace reporter and friend of the four coolest reptilian heroes, April O'Neil. To rescue her, the Turtles are going to have to defeat Shredder's Ninja Foot Clan and face the top guy himself at the Technodrome.

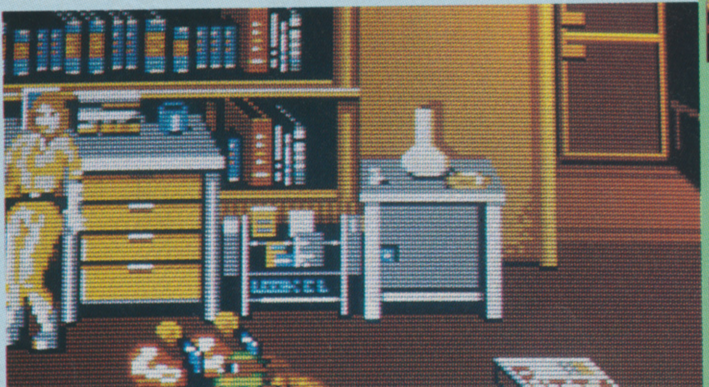
Here's the plan. Making your way through the blazing buildings, you'll have to battle past the Foot Clan, robot mouse-catchers, giant balls and Shredder's henchmen, Rocksteady and BeBop. Once onto the streets, the bad guys could be hiding anywhere, some are even raiding Turtle-territory in the sewers, so to help to even out the score, you can direct the water from the hydrants, and throw the parking meters at them.

After that, it's down into the sewers to take on even more villains, but be warned, they've set up homing missiles in the water and the huge iron gates have minds of their own. The evil scientist, Dok, is also down there and he's created an army of snapping robots.

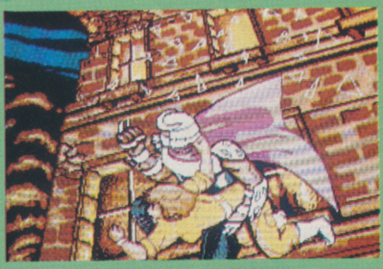
If you survive the snappers, the underground car park is the next location. BeBop and Rocksteady have ganged up and they'll be charging up their laser guns, so you'll have to move fast if you don't want to be frazzled.



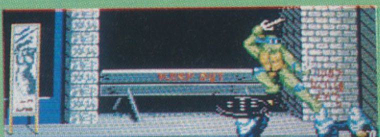
BODILY CONTROL IS EASY: just press fire and you'll start swishing. Watch it, though, there are members of the Foot Clan everywhere. They're not particularly strong, so they're easily disposed of, but some are armed. Simply make your way to the right, ploughing through the endless amount of irritating Ninjas.

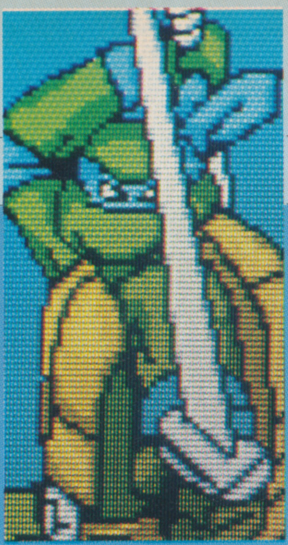


THERE ARE PIZZAS EVERYWHERE: they'll help you build up your energy, but make sure that there are no anchovies!

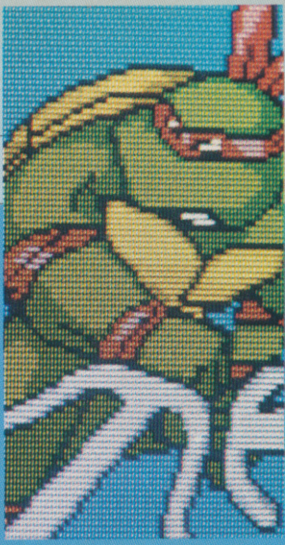


ONCE YOU'VE DEFEATED BeBop in the study, Shredder makes off with April and heads for the sewers. Members of the Foot Clan slow down your progress. Argh! One's sprung up from a drain, get him quickly. Use your flying kick and he'll soon be wasted. Be careful, because Rocksteady is waiting for you at the end of this level. He's armed with a laser gun – and he's wearing his cool shades!

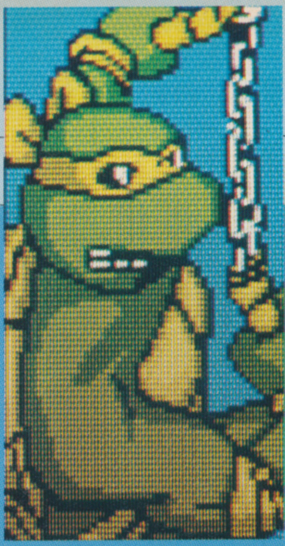




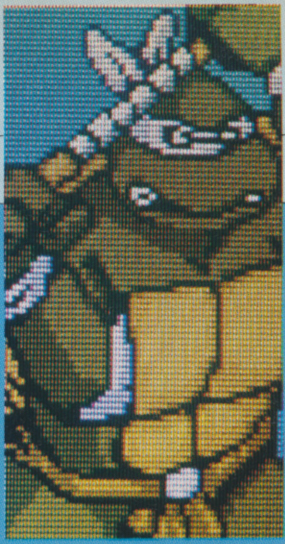
Leonardo
As the Turtles' diet is pizzas (minus anchovies) and nothing else, Leonardo comes in handy when slicing it up. When lunch is over, Leonardo has another need for his sword – slicing up the bad guys.



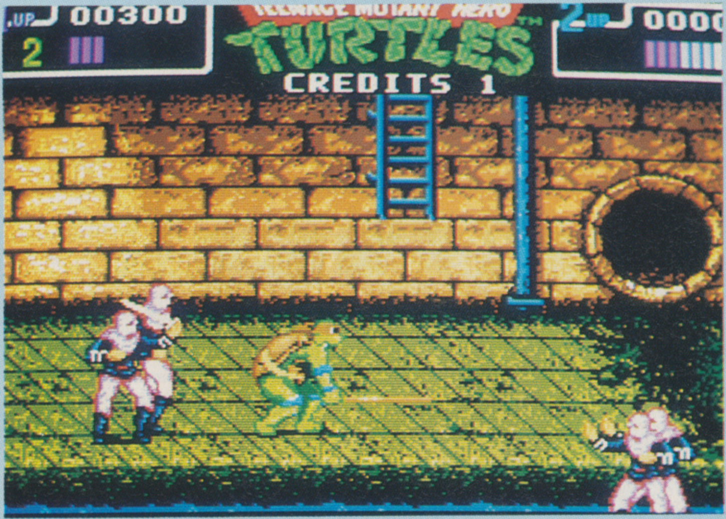
Raphael
When Leonardo has finished evenly slicing up the pizza, Raphael's forks are used for their prime purpose, eating. Oh, and of course, disposing of the Shredder's evil minions.



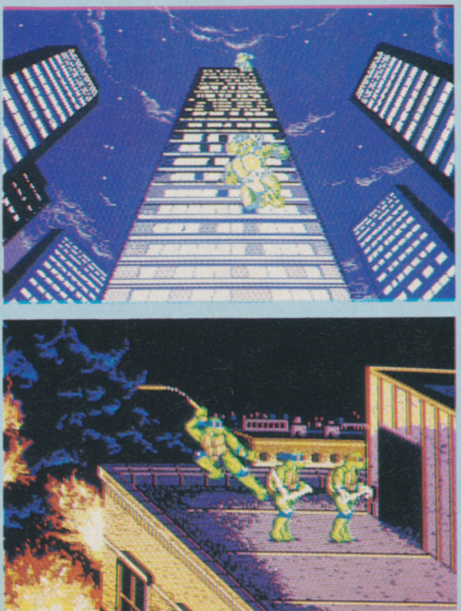
Donatello
Donatello keeps away from the pizza presentation. He's mastered the ancient art of the bow, a long wooden stick, with a knotted handkerchief wrapped around it – to remind him to wash behind his ears perhaps.



Michelangelo
The trickiest weapon to master must be the nunchuka. But Michelangelo has taken it upon himself to twist, twirl and tie himself into a knot to perfect this art. Thankfully, he's pretty good at it.



THERE'S NO PLACE LIKE HOME – except this one. The sewers are overrun with the Foot Clan, and they've got a few shurikens up their sleeves (ouch!). Don't go into the water, there are missiles with your name on them. The evil Dok is waiting for you at the end of this route, and a few of his metal friends are looking for a bite to eat too.



'IT STARTED WITH AN INTRO...'. Our heroes stand on top of a skyscraper overlooking New York, listening out for April's cry. Then they dive off the building, landing on the roof of another building, entering via the fire exit. Not all fans will be satisfied with this recreation of the coin-op's great intro though.

THE WORD

WITH ITS COLOURFUL GRAPHICS and catchy theme tune, the original coin-op was loved by all Turtles fans (and quite a few others). The same is unlikely to be true of this conversion: from the very start, quality seems to have suffered. Although Image Works has included the intro, it's sadly inferior to that of the coin-op and doesn't even have the theme tune. Having said that, though, the gameplay is still there. Control over the green mutants is easy and fairly quick. It's a pity that you can only have up to two players at a time though. I found progression through the game easy, up to a certain point, then my three credits turned to nothing!

nother irritant is the jerky scrolling – especially as there doesn't seem to be any reason for it, considering that the graphics (while good) are nothing special, and there are only minimal sound effects. What could have been a number one contender for the charts is actually a bit of a let-down, due to poor presentation and a lack of atmospheric sound effects.

A fairly competent coin-op conversion: with a few more months' work, it could have been a hit.

Jools Watsham

From the people who brought you *Paradroid '90*, *Rainbow Islands* and the legendary *Ivan 'Ironman' Stewart's Super Off-Road Racer* comes your chance to rule the world.

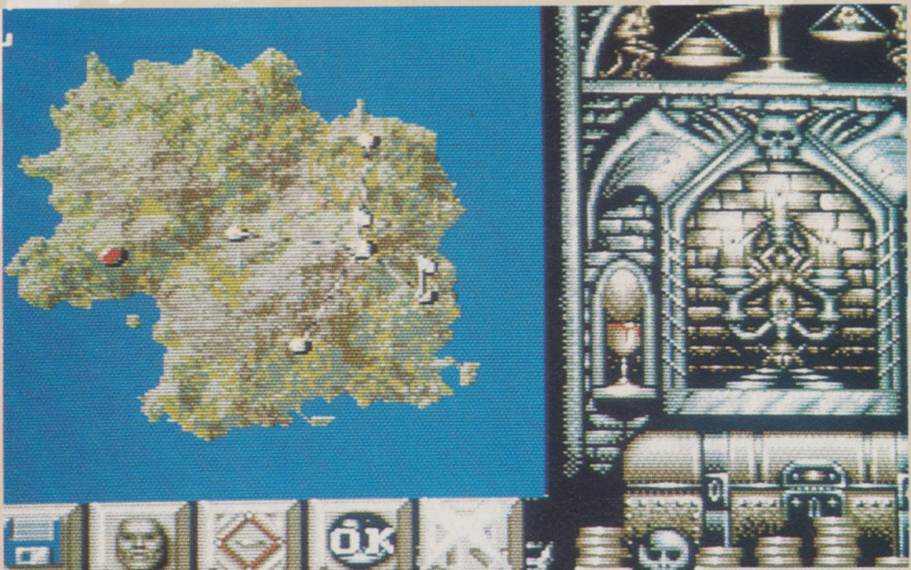
REALMS
VIRGIN
PRICE
£29.99
OUT
NOW
GRAPHICS
82%
SOUND
89%
DURABILITY
80%
PLAYABILITY
79%
OVERALL
81%

THE INTRO SEQUENCE, depicting your father's funeral barge sailing away, followed by your vow to the gods to take revenge for his death, is backed up by a truly beautiful piece of music.

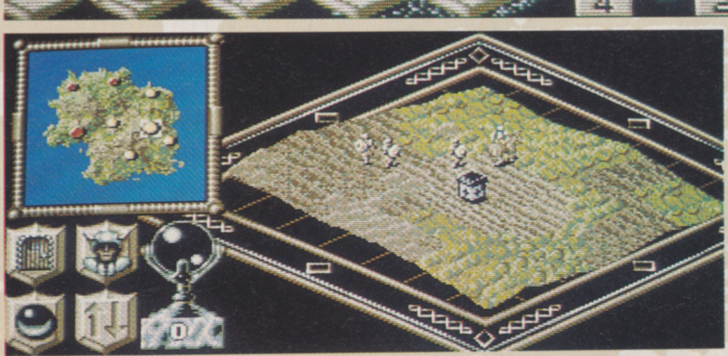
REALMS

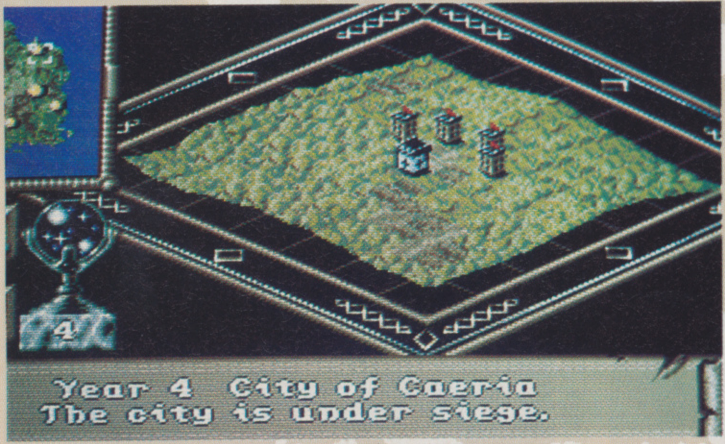
YOUR FATHER LIES DEAD, slain at the hands of marauding invaders. As you silently watch his funeral barge drift out to the high seas, you swear to wreak vengeance on the parties responsible, ending the wars that rage across the known world.

So starts *Realms*, another venture into the popular 'God' sims/wargames, started an age ago (at least that's what it feels like) by Bullfrog's *Populous*. Little men roam around a semi three-dimensional fractal landscape, sacking enemy towns and killing opposing armies. Realms takes the strategic content just a little bit further, forcing you to take care of your own towns' needs by supplying them with food and keeping their health up. All a bit much? To be honest, it doesn't seem like quite enough.



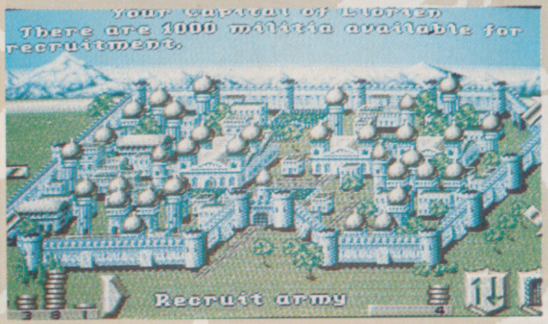
YOUR OVERALL STRATEGY can be worked on from the world map. Armies, cities, tax routes and all the other information you need to plan your winning tactics are available to you and what's more, the game pauses while you're here, giving you time to think.


FOR A MORE IMMEDIATE view of the surroundings (and to put your plans into operation), the playfield screen must be used, zooming in to the familiar 3D view.



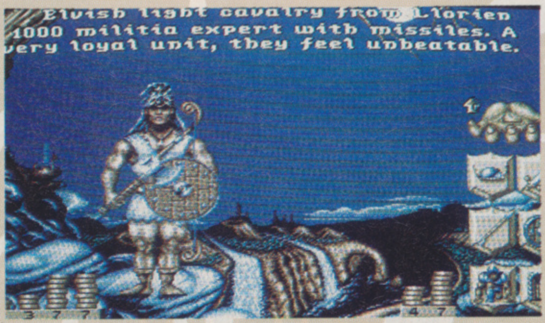
Year 4 City of Caeria
The city is under siege.

TO TAKE CONTROL of an enemy town, a siege is the preferred option (you could just storm the gates, but this tends to cause a huge amount of casualties on both sides). Setting up in makeshift towers around the city, your army effectively blocks off all trade routes and slowly causes the inhabitants to grow hungry and weak, eventually leading in surrender.



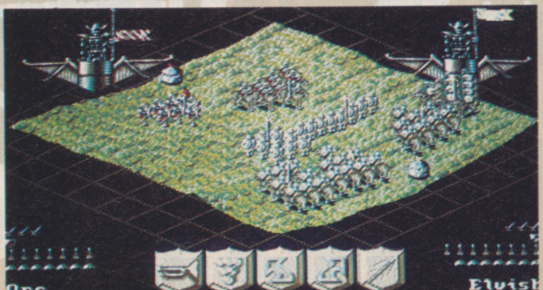
Your capital of Llorien
There are 1000 militia available for recruitment.

TO KEEP A CITY ALIVE, various options – from building fortifications to recruiting soldiers – are available on the city screen.



Elvish light cavalry from Llorien
1000 militia expert with missiles. A very loyal unit, they feel unbeatable.

ARMIES (FOOT-SOLDIERS or horse-mounted cavalry) form the backbone of your conquest. Each unit of soldiers can be equipped to your own tastes, selecting which armour to use with which weapon and whether they should be armed with long range weaponry.



WHEN TWO TRIBES go to war... the battlefield screen is called up. Both sides amass their troops, set up their formations, select their targets and let rip. Bows deplete troops before they reach you, but once the battle is joined, chaos breaks out.

THE WORD

YES, IT'S LIKE *POWERMONGER* and no, it's not as good. *Realms* has missed quite a few opportunities with its design, most notably in the combat sections. The whole process of laying siege to a town is glossed over and the battles could have had a lot more depth and strategic content. The rather unfriendly manual doesn't help either, explaining all too briefly what the different icons mean and leaving the player to get on with it. It is playable though and, despite being little different from many others, it works well enough on-screen to make up for the previous grey areas. The animations are simple enough to avoid looking cute (à la *Lemmings*) and the controls are clear, concise and easy to get to grips with. In fact, the only real problem is that Realms is trying to enter a market that's flooded with similar strategy titles (Powermonger, *Mega lo Mania* and so on). It doesn't have quite enough variation to make it viable for the experienced warmonger and isn't accessible enough for newcomers.

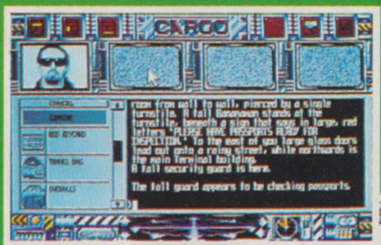
Doesn't enter any new territory but does what it sets out to with a degree of competence

Paul Presley

SUSPICIOUS CARGO

When you need something transported in space, and you don't want inquisitive customs folk asking questions, or tiresome legal documentation, then 'Lady Luck' is the ship, and Jonah Hayes is your man... This time though he's bitten off more than he can chew - his cargo is alive (genetically speaking), dangerous and sought after by a rival company who'll stop at nothing to cripple his dodgy tramp freighter and take over the job!
An interactive adventure game set in the grand cyberpunk tradition with stunning action sequences, excellent animated location graphics, and a warped sense of humour thrown in for good measure.

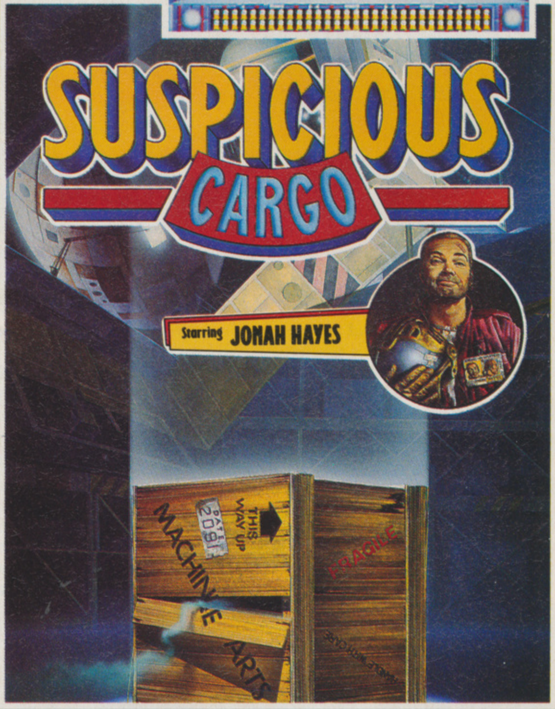
Available on ST/STE & Amiga

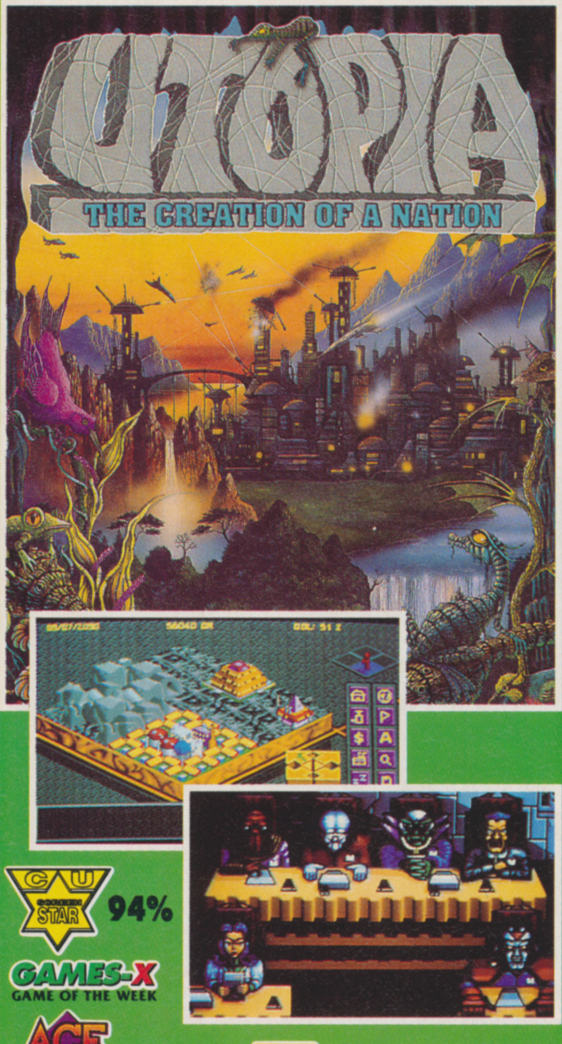


room from wall to wall, pierced by a single turnstile. A tall Bananaman stands at the turnstile, beneath a sign that says in large, red letters "PLEASE HAVE PASSPORTS READY FOR INSPECTION." To the east of you large glass doors lead out onto a rainy street, while northwards is the main Terminal building.
A tall security guard is here.

The tall guard appears to be checking passports.

RATED X




UTOPIA
THE CREATION OF A NATION

CU SCREEN STAR 94%

GAMES-X GAME OF THE WEEK

ACE TrailBlazer Ace Rated 920

THE One

AMIGA ACTION 90%

UTOPIA

Can you create the perfect society? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend money on weapons or social research? Build hospitals or tank factories?
The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process.
An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.

Available on ST/STE & Amiga (PC 1992)

Screenshots from various formats

GREMLIN®

RONT • CLEARLY OUT IN FRON

ARLY OUT IN FRONT

T • CLEARLY OU

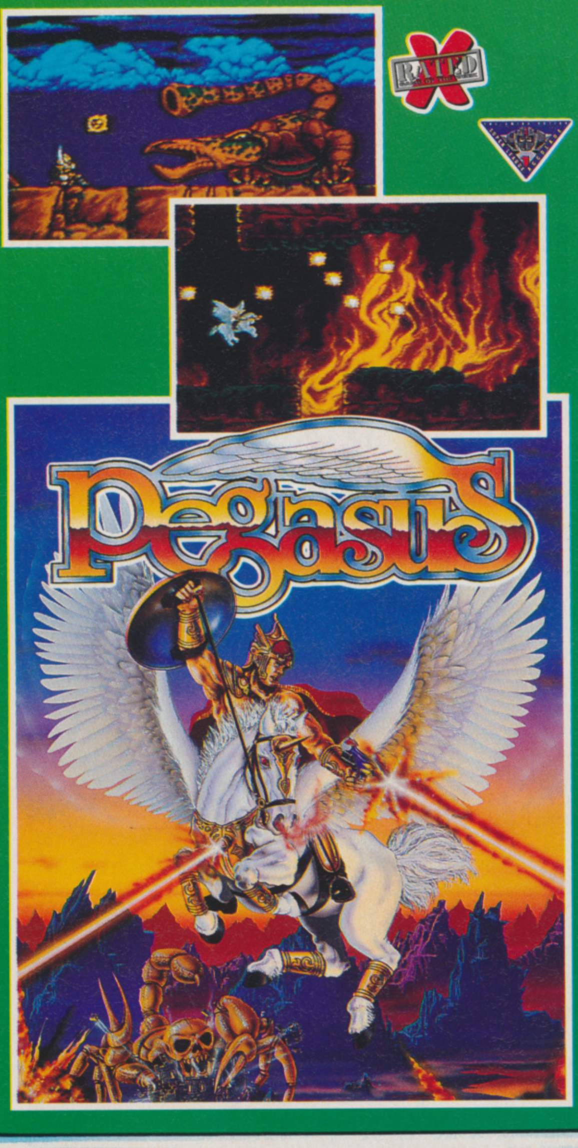
Gremlin Graphics Software Ltd., 2-4 Carver House Car

PEGASUS

Satan has travelled the five planes of existence and shattered the magical crystals which hold the souls of the incarnations of each plane. Satan now has ultimate rule over the planes and entire mortal world. You are Percius, and with your winged companion Pegasus your mission is to collect all the fragments of the crystals and revive the incarnations.

Available on CBM Amiga & Atari ST/STE

RATED X



GREMLIN®

CLEARLY OUT IN FRONT • CLEARLY OUT IN FRONT • CLEARLY OUT IN FRONT • CLEARLY OUT IN FRONT

GREMLIN®

LOTUS

TURBO
CHALLENGE 2

ELAN
011 MPH
1ST
009 MPH
1ST
4TH

Approved and licensed product of Group Lotus PLC

SUPER STAR 93%

GAMES-X XXXXX

AMIGA ACTION 96%

THE One 91%

MF Magnetic Fields Software Design

LOTUS TURBO CHALLENGE 2

Lotus Esprit Turbo Challenge was widely acclaimed as the best driving game of 1990.
The best just got better with the release of Lotus Turbo Challenge 2.

- *Synchronised play for up to four drivers with computer link*
- *One player full screen imagery*
- *Hair raising new hazards - rain, lightening, fog, snow, commuter traffic, tunnels, bridges and level crossing.*
- *A chance to race across the USA*
- *A choice of the sleek Turbo Esprit or the new stylish Elan Softop.*
- *8 Death defying stages with over 60 Check Points*

Available on ST/STE & Amiga

House, Carver Street, Sheffield S1 4FS. Tel: (0742) 753423.

It's taken some doing, but *Pro Tennis Tour 2* has finally been aced. Game, set and match to Infogrames.

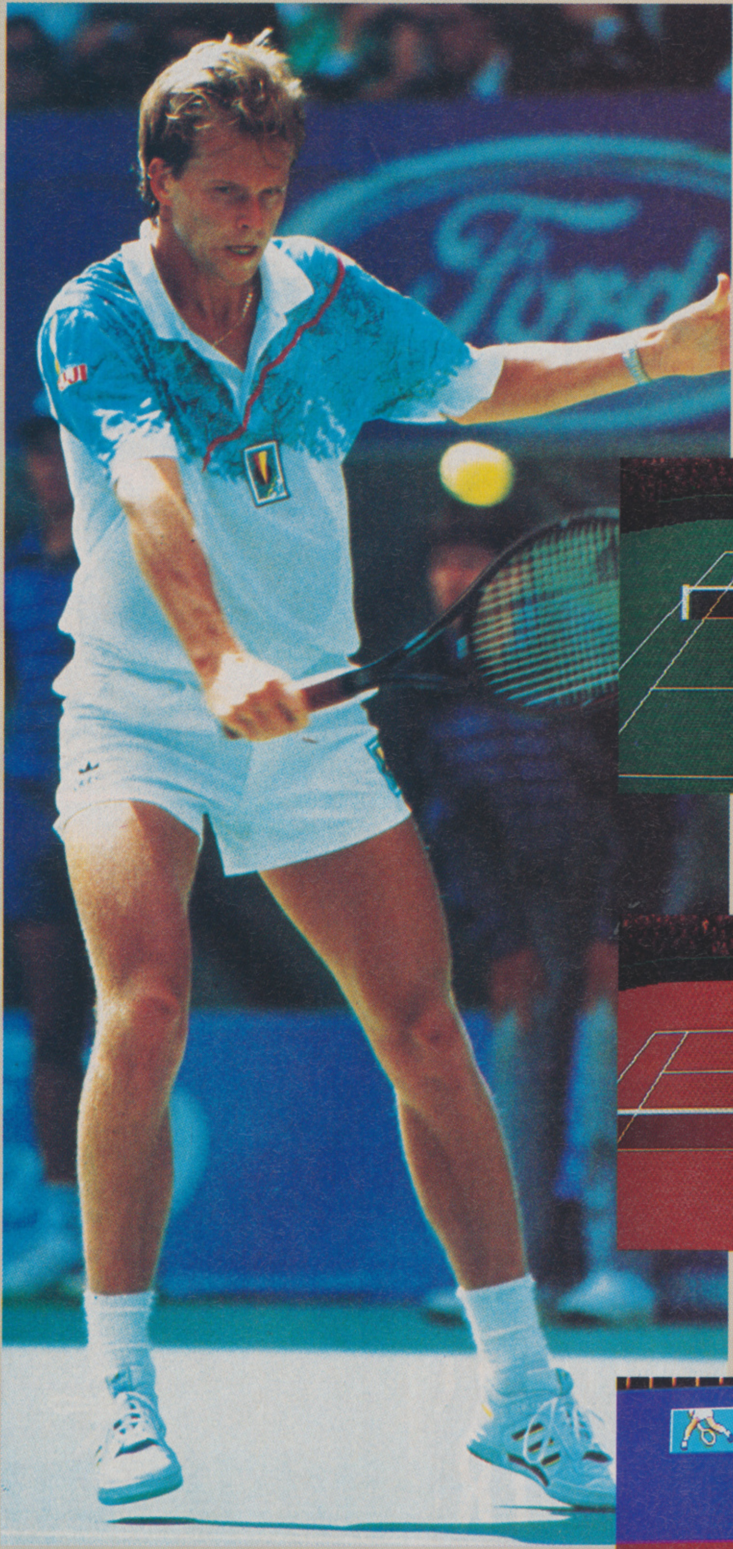
ADVANTAGE T

ADVANTAGE TENNIS
INFOGRAMES

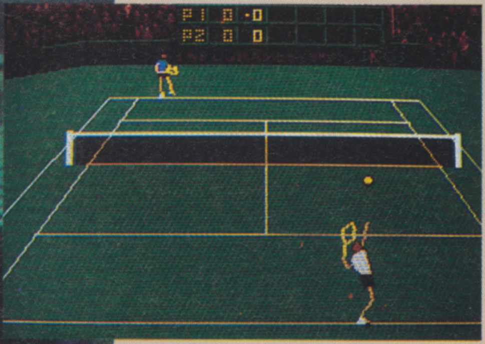
PRICE £25.99
OUT NOW
GRAPHICS 88%
SOUND 89%
DURABILITY 92%
PLAYABILITY 93%
OVERALL 92%

THERE ARE REALISTIC GAMES and then there are realistic games, but *Advantage Tennis* goes one step further. At the end of a mere practice match against the lowest ranked computer player, I was left with an aching neck and a sore thumb.

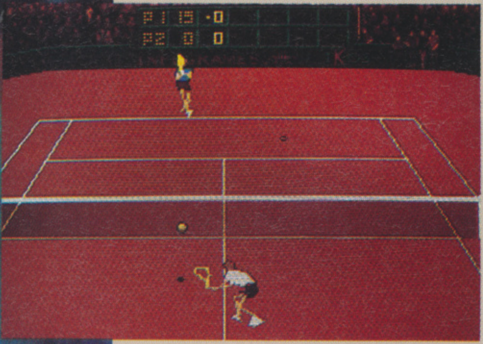
Advantage Tennis allows you to create a player completely tailored to your needs. Select special shots for him to try, adjust his expertise in certain areas of the sport and play him in a full season at any of the main tennis events around the world.



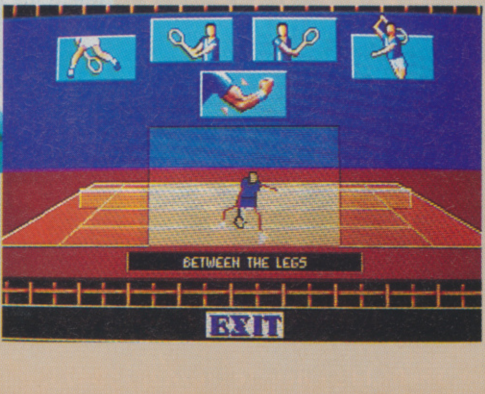
AS WELL AS THE USUAL lobs, forehands and backhands, your player can perform a few more 'entertaining' moves such as hitting the ball through his legs and diving to the ground. Four such moves are selected before each game and are used at appropriate moments.



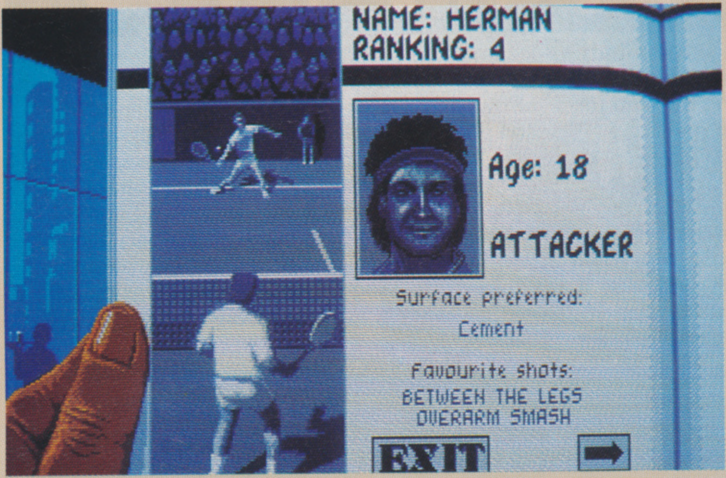
THE CONTROLS are easy enough to get used to, especially as the computer semi-assists you while playing. In layman's terms you can affect the player as little or as much as you want.



THREE DIFFERENT surfaces are on offer – grass, cement and clay. Besides the colours there doesn't appear to be much difference between them, but they mimic their real-life counterparts.



E TENNIS



NAME: HERMAN
RANKING: 4

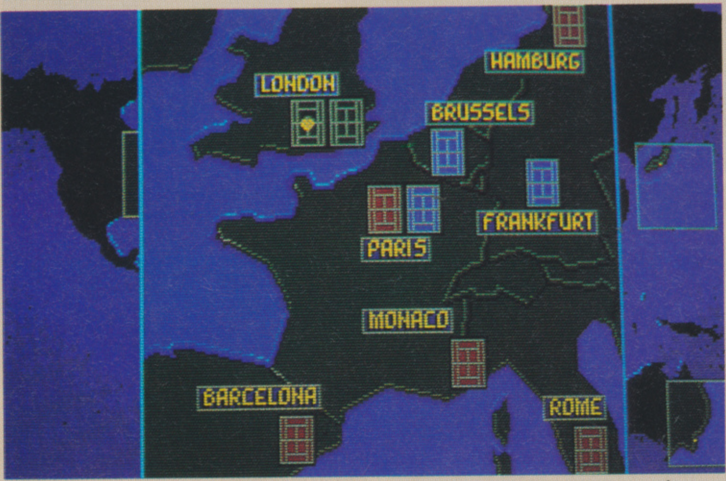
Age: 18

ATTACKER

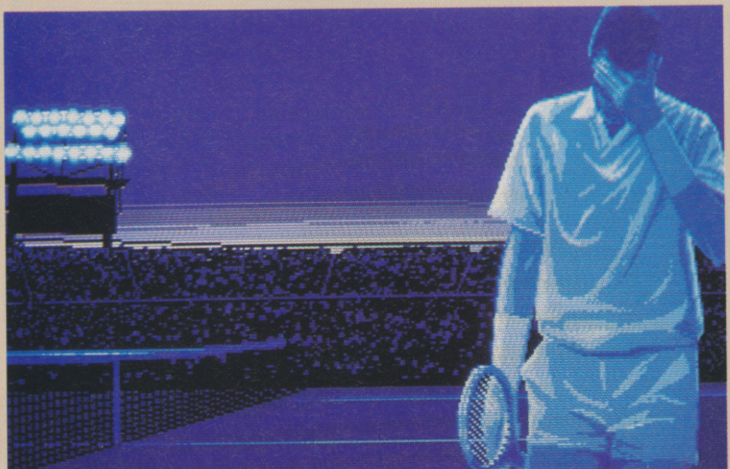
Surface preferred:
Cement

Favourite shots:
BETWEEN THE LEGS
OVERARM SMASH

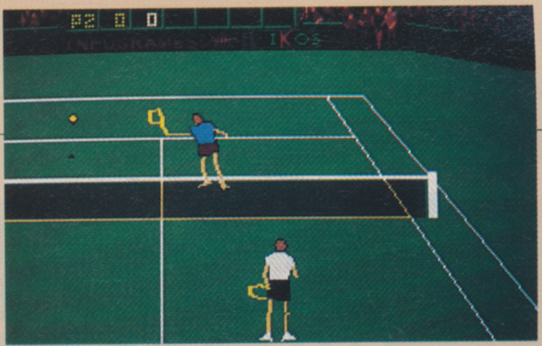
YOUR PLAYER'S CAREER is constantly progressing, so to keep tabs on what you've done, a Press Book is kept. Favourite shots, world rankings, money earned… it's all recorded here.



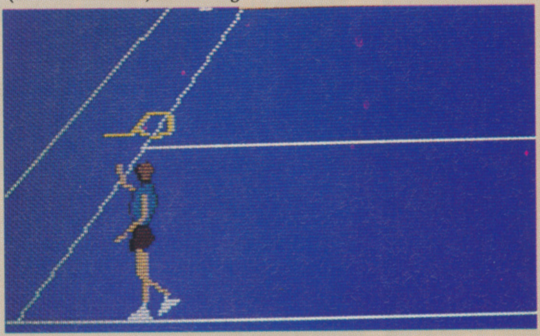
YOUR PLAYER CAN PLAY across the world, in all of the major tournaments and as many exhibition matches as you like. The tennis season is true-to-life as far as dates are concerned, so if you decide to start with Wimbledon, you'll probably miss all of the intermediate events.



TOURNAMENTS AREN'T EASY, especially when you're up against the world number one in the first round. There's another screen for winners, but it'll take some getting to.



PLAY A particularly good rally and you can always watch it again, thanks to the replay feature. The camera pans back, letting you view the whole court and you can watch yourself humiliate (or be humiliated) all over again.



COMEDY IS A significant factor in *Advantage Tennis*: should one of the competitors mess up a shot or perform a particularly spectacular one, they may just show their emotions on screen.

THE WORD

FINISHING A GAME of *Advantage Tennis* leaves you emotionally drained, physically exhausted and with more than your fair share of blisters and neck aches. It's quite simply the best tennis simulation yet, serving aces into the courts of others and smashing lesser sims into the ground. Everything about it is a delight, from the players' incredible animation to the very instinctive control method. "Semi-assisted by the computer" (as the manual puts it) may sound off-putting, but it really works. It allows novices to gradually get used to the controls without worrying about mistakes and doesn't hinder the more experienced player. Credit also has to be given to the graphic artist. The players may not look very human, but they certainly move that way. The animation is absolutely superb, full of little touches, and apart from one or two little glitches, such as the ball not always appearing to hit the racket and the players seeming to slide more than run, there's no faulting them, especially the 'camera zoom' effect. Add them to some great music and sound effects and you're left with the most rewarding, the most enjoyable and the most playable tennis simulation to date.

> **It may not be realistic, but it's very, very enjoyable**

Ciarán Brennan

What's this? Not one, but two completely separate data disks arrive on our doorsteps almost simultaneously! Looks like it's time to forget about those little furry creatures for a second to try out...

POWER-MONGER WW1 EDITION
ELECTRONIC ARTS

PRICE
£14.99
REQUIRES ORIGINAL POWERMONGER DISK

OUT
NOW

GRAPHICS 90%
SOUND 85%
DURABILITY 60%
PLAYABILITY 86%
OVERALL 79%

POWERMONGER

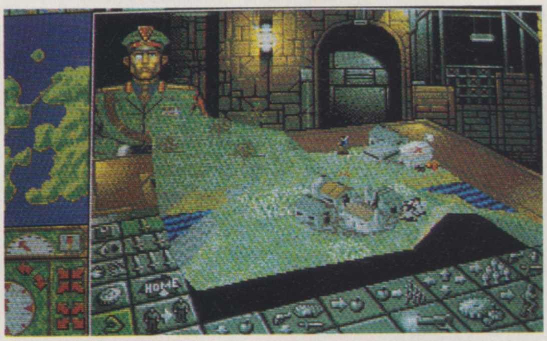
WORLD WAR ONE EDITION

Ah! I can remember it well... sleepless nights of slaughter, pillage and formation marching, hours spent scouring the land for arms and recruits and then jumping out on unsuspecting armies with nothing but hope, surprise and a very large cannon on your side.

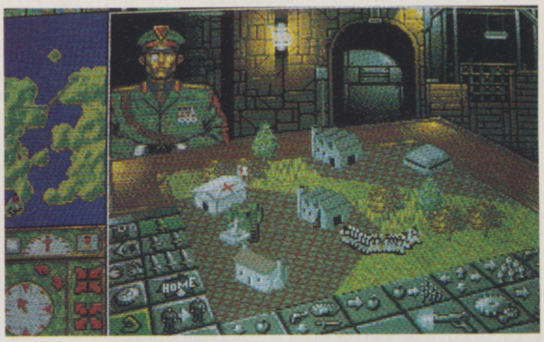
That was the magic that was *Powermonger*: an addictive, original and versatile game that left you free to decide your own course of action. You could play tactically or just jump in and start swinging – it really didn't matter, all you had to do was win.

Well now it's back – except that this time you're leading your plucky band of eager diehards into the 'war to end all wars'. Gone are the bows, arrows and swords, to be replaced by tanks, rifles and planes. You still have your Generals, only this time around the original's scurrilous assortment has been replaced by stiff-backed officer material.

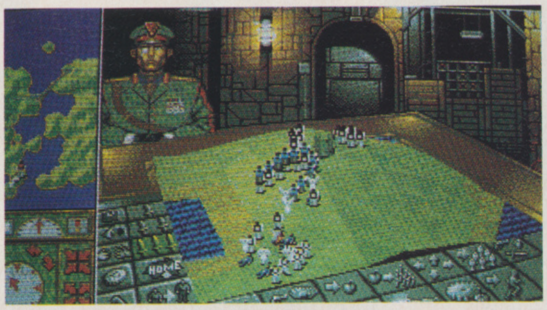
The battleground is the Western Front and nobody is looking for a game of football (even on Christmas Day), so get out your tin hat, plop yourself into a soggy trench and wait for the call to go over the top, as Powermonger enters the 20th Century.



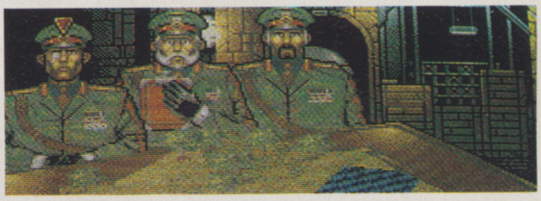
AS YOU CAN SEE, village life has changed. The blacksmith's is now a factory, every town has a Red Cross tent and the sheep have evolved into deer, but apart from the constantly-patrolling sentries, life goes on pretty much as normal.



BY JOVE, IT'S A TANK. After a full 10 minutes (and that's real time!) your intrepid force has finally completed its task. And as you try it on for size, your joyous conscripts conga wildly around the town square (also in real time).



NOT ONLY IS IT a perfect fit, it works quite well too. The tank in battle gives you more than just an edge, it completely tips the scales in your favour.



THANKS TO THE MIRACLE of modern technology, orders given to your subordinate Generals are carried out instantaneously. An unfortunate side effect of this is that each of your enemies has the same facility – they can spot you a mile away and more often than not home in for the kill.

THE WORD

Less of the same

IN ALL MAJOR RESPECTS this data disk is identical to the original *Powermonger*, containing many of the elements that bleary-eyed Powermonger fans have grown to know and love: the red, yellow and blue armies are all present and correct and the objective remains the same – to destroy and subjugate all opposition. The control panel and background graphics have been nicely updated to convey a modern military feel and your Generals all cut a fine dash in their dress uniforms. But all of this is really only cosmetic – the most important question is, does it have anything new to offer? The frank answer is no – this adds nothing to the original, and actually offers less scope in some cases than its predecessor! The inventing system has been whittled down to produce only three options: guns, planes and tanks. The first of these is easy to create, but the rest of them take so long to manufacture that they can only really be considered for novelty value. The games therefore tend to revolve around inventing guns before the enemy catches up with you... and little else. Gone is the subtlety and variety of the original – and as you need the original to play this, it all seems pointless really. If you've finished the original and are in desperate need of some more megalomania, then by all means buy it – but don't expect a fresh challenge.

Gordon Barrick

They're back! Just when you thought it was safe to stand by the side of a cliff again, Psygnosis and DMA design have sent another horde of the furry morons scurrying in your direction.

OH NO! MORE LEMMINGS

OH NO! MORE LEMMINGS
PSYGNOSIS

PRICE
£19.99
(DATADISK)
£25.99
(STANDALONE)

OUT
NOW

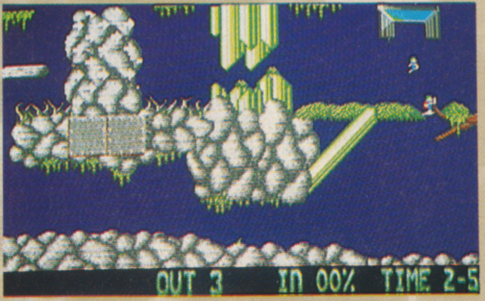
GRAPHICS	88%
SOUND	87%
DURABILITY	88%
PLAYABILITY	93%
OVERALL	91%

THEY'RE STILL SMALL, furry and stupid. Those magnificent creatures with no sense of danger are back, in 100 new levels of suicidal silliness – good news for the thousands of you who were left gagging for more when your final Lemming found his way into the safety zone.

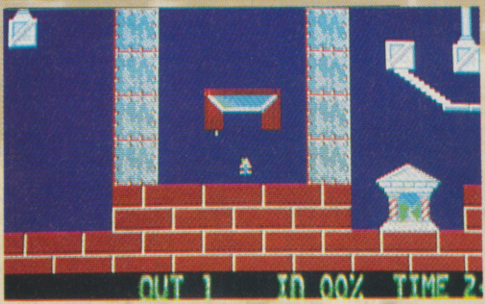
Oh No! More Lemmings comes in two varieties: a standalone version which loads and runs independently (and costs the now standard £25.99) and a data disk for owners of the original (at a whopping £19.99).

Whichever version you plump for, you get 100 levels divided into five sections: Tame, Crazy, Wild, Wicked and Havoc. The first of these is designed specifically for kids (see the Dave Jones Profile on page 24), and will therefore be of little interest to experienced players. There are also 10 all-new two-player levels for those of you with two mice to battle it out over.

One major difference is the absence of the supermarket jingles (*How Much Is That Doggie In The Window* and the rest), which have been replaced by a number of 'original' tunes – a sad loss.



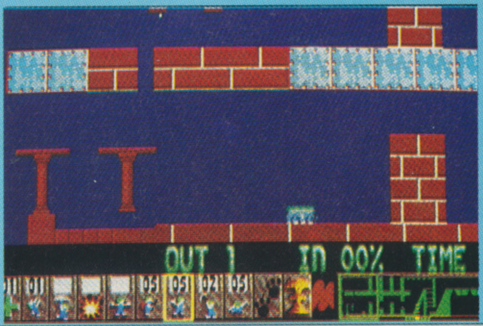
ROCKY VI (Level 10)
An absolute killer this one! You've only got one floater, so use him well. It may take some time to work out, but if you try to attack from two fronts it might just see you through.



AND NOW THE END IS NEAR (Level 7)
Those five blockers won't be much use to you, because as you can see you have to get every one of the little darlings home safely.

INTRODUCING THE SUPERLEMMING!

YOU'RE USED TO guiding dozens of the little critters around, now try saving this solo suicide merchant. We won't tell you how to find him, but he's worth playing through just about every other level to get to. Faster than a speeding bullet, he's a nightmare to keep tabs on, but he can do most of the usual tricks. According to MA animator, Gary Timmons, the idea to use a Superlemming has been knocking around since the start, but it's taken until now for the technical trickery to be sorted out. No one has yet found Superlemming's true identity or secret weakness, but rest assured that as soon as we know you'll be the first.



THE WORD

Another fix for Lemming junkies

LET'S GET THIS STRAIGHT from the start. *Oh No! More Lemmings* is simply more of the same. There are no new graphics, no new options and precious few surprises – what you get is 100 more puzzles of varying difficulty to pick up from where you left off. Except that it doesn't quite pick up where it left off, instead the first 20 levels are (as explained) designed specifically for kids to use, so they won't hold much appeal for any of you who completed the first lot. After they're out of the way, the serious stuff starts – and within minutes you'll find yourself in familiar territory: bashing the desk, pulling your hair out, screaming, ranting and turning red in the face. Wonderful, isn't it? I had my doubts about this when it first came into the office – the price seemed high for what was really only an extra 80 levels, and at first all it generated was a sense of déjà vu (the restriction of the two-player game to 10 levels also seemed a touch miserable). The trouble was that when I went to sit down and actually put these feelings on paper, I couldn't drag myself away from the computer to get started! It may be more of the same, there may be a lack of consistency in the toughness of the levels, it may even be outrageously expensive (Psygnosis probably reckons that you can charge what you like when you're selling to addicts), but this is just as compulsive and frustrating as the original – great stuff.

Ciarán Brennan

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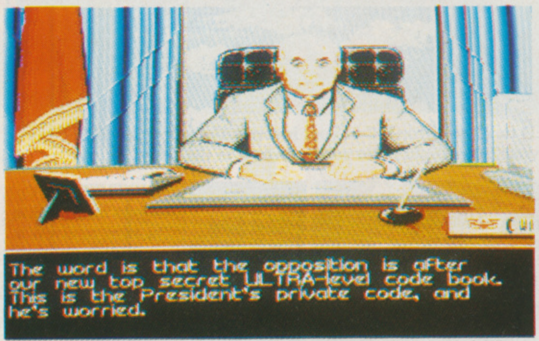
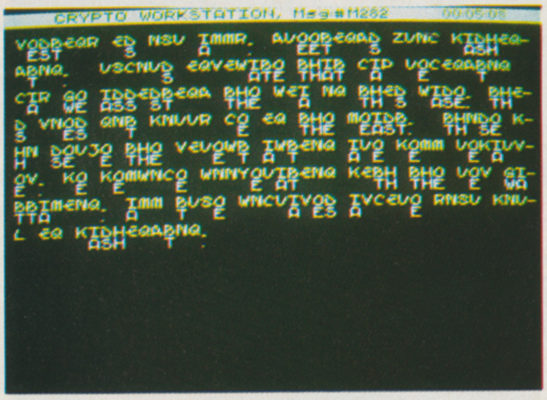


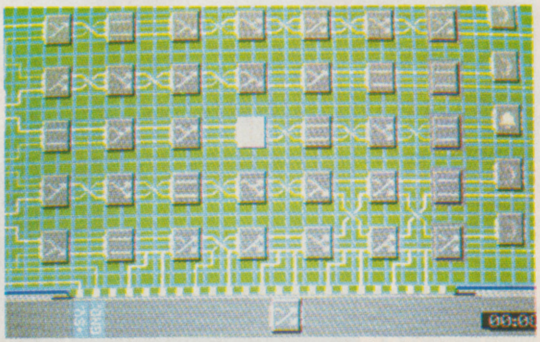
The word is that the opposition is after our new top secret ULTRA-level code book. This is the President's private code, and he's worried.

EACH MISSION starts with a briefing from the CIA chief. The intelligence services have discovered a few clues that point to a major plot. The president is worried and wants you on the case.

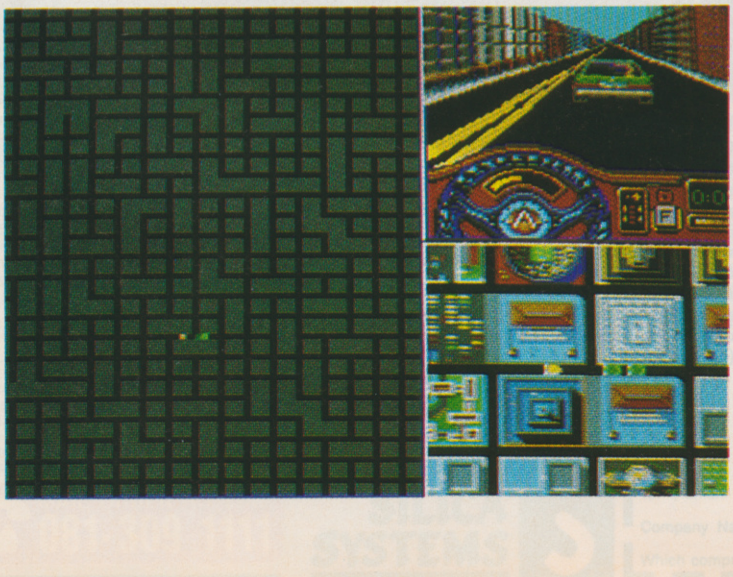


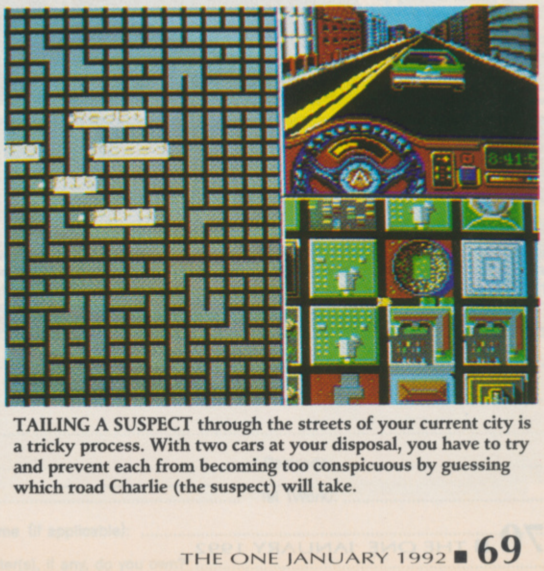
```
CRYPTO WORKSTATION, Msg#M282          00:05:08
VODBEQR ED NSU IMMR. AVOOBEQAD ZUNC KIDHEQ-
 EST     S   A    .  EET     S     ASH
ABNQ.  VSCNUD EQVEWIBO BHIB CIP VOCEQABNQ
 T  .     S      ATE  THAT  A   E     T
CIR GO IDDEDBEQA BHO WET NQ BHED WIDO. BHE-
 A  WE ASS ST    THE   A    TH S  ASE. TH
D VNOD QNB KNUUR CO EQ BHO MOIDB.  BHNDO K-
S    ES  T       E     THE  EAST.  TH SE
HN DOUJO BHO VEUOWB IWBENQ IVO KOMM VOKIUV-
H  SE  E THE    E T  A T   A E   E       E A
OV. KO KOMWNCO WNNYOUIBENQ KEBH BHO VOV GI-
E .  E  E     E      E AT    TH THE   E  WA
BBIMENQ. IMM BUSO WNCUIVOD IVCEUO RNSU KNU-
TTA    .  A   T  E       A ES  A  E
L EQ KIDHEQABNQ.
     ASH     T .
```

ONE OF YOUR FIRST tasks will be to decipher any coded messages that have been uncovered. A simple case of letter transferral (A=E and R=J for example.) is the order of the day. At higher levels, things are tougher as you don't get any spaces between the words to work with.

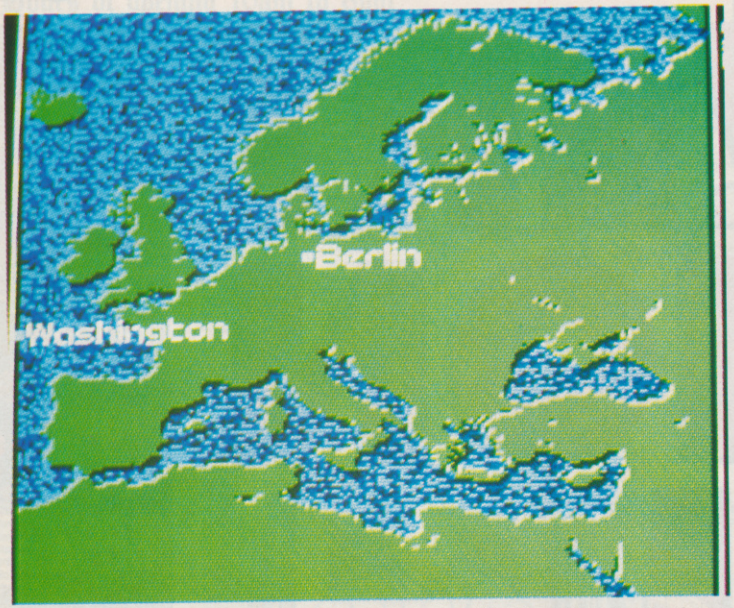


HAVING LOCATED a major participant in the plot, the next thing to do is to place a wire-tap on their phone. Re-direct the current by exchanging one circuit for another. Just make sure you don't set off one of the alarms or there'll be trouble.

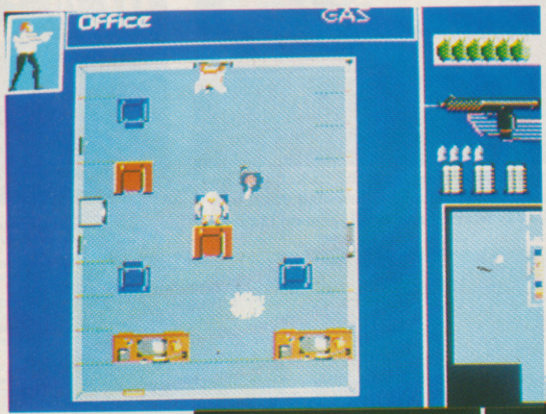




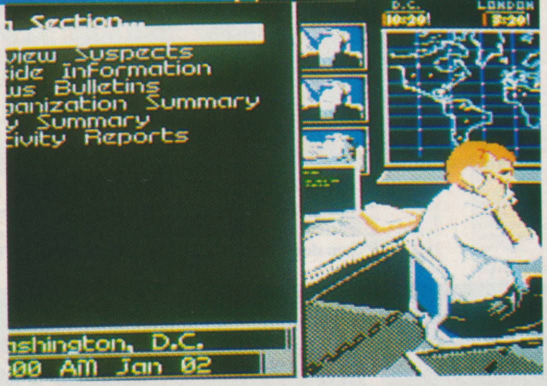
TAILING A SUSPECT through the streets of your current city is a tricky process. With two cars at your disposal, you have to try and prevent each from becoming too conspicuous by guessing which road Charlie (the suspect) will take.



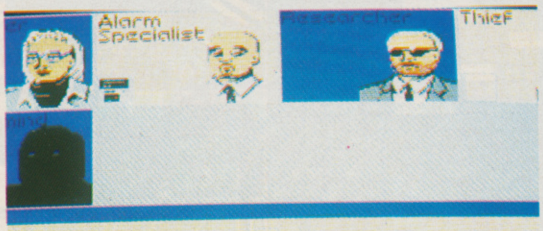
YOU'RE NOT LIMITED to Washington DC in your investigations. Crime-busting is a global occupation and your clues might point you anywhere in the world.



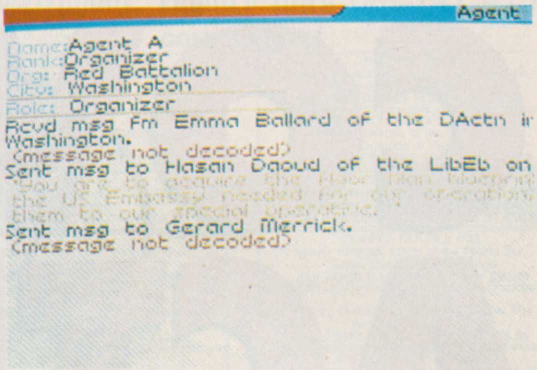
ANOTHER WAY to gain information (or even to arrest a suspect) is to break in to their hideout, guns a-blazing. Arm yourself with the special equipment (Q's been hard at work) and either take things slowly and carefully, avoiding the bad guys, or blow away everyone who comes close.



WHENEVER YOU CHECK into the CIA offices, you can make use of their various information departments to look for clues, connections and other data. Sam, your right-hand man/woman is always on hand (on the easier levels) to point you in the right direction.



WHEN A CASE IS CLOSED, you're treated to a summary of the events. Here you can see where you went wrong, where the bad guys went wrong and where everything was a complete success (or failure).



```
Name:Agent A
Rank:Organizer
Org: Red Battalion
City: Washington
Role: Organizer
Rcvd msg fm Emma Ballard of the DActn in
Washington.
 (message not decoded)
Sent msg to Hasan Daoud of the LibEb on
 You are to acquire the floor plan diagram
the US Embassy needed for our operation
them to our special operative.
Sent msg to Gerard Merrick.
 (message not decoded)
```

ONCE INFORMATION is gathered, it's collated, cross-checked and compiled with existing information on the relevant subject and put into a file. At any point in the game you can call up a data file to help make sense of a particular clue.

THE WORD

DON'T EXPECT an all-singing, all-dancing James Bond adventure with *Covert Action*. Its feet are firmly planted in the real world, which means there is plenty of leg work and cloak and dagger action to be done in order to win the day. Essentially, Covert Action is just a collection of four sub-games – code breaking, driving, phone tapping and break-ins – tied together by each of the 26 plots. The surprising thing is that it works. Although the plots tend to become repetitive after 10 or 11 cases, the challenge remains constant throughout and it's hardly likely that anyone is going to sit down and attempt to complete the entire game in one go. Covert Action has plenty of lasting appeal and isn't hindered in the slightest by the simplistic graphic style. The only thing that does hinder it is the apparent lack of action: even the break-ins are more of a strategic affair than they should have been. The trouble is that Covert Action is a year-old PC game and rather than trying to improve things during the conversion, MicroProse has taken it byte for byte. Which is a shame, as with some tweaks to the presentation and a bit of thought applied to the content of the messages, it could have been much better. It's still a great game, but with a limited appeal. The only other question remaining to ask is why Gorbachev appears to be head of the CIA? I've heard of Glasnost, but isn't this taking things a little too far?

Very different, very absorbing and very enjoyable

Paul Presley

CITIZEN

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+VAT=£135.13 ref: PRI 2120

9 PIN PRINTERS

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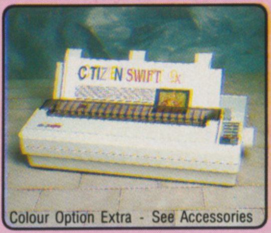
FREE! COLOUR KIT

192 CPS **80** COLUMN

- *Citizen Swift 9 - 9 pin - 80 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *FREE Colour Kit*
- *FREE Silica Printer Starter Kit*

RRP:	£239
COLOUR KIT	£38
STARTER KIT	£25
TOTAL RRP:	£302
SAVING:	£123
SILICA PRICE:	£179

£179
+VAT=£222.08 ref: PRI 2209



192 CPS **136** COLUMN

- *Citizen Swift 9x - 9 pin - 136 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240×240dpi*
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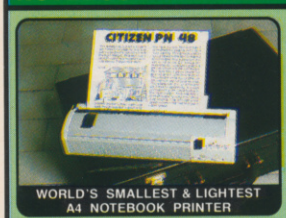
NOTEBOOK PRINTER



64 CPS **80** COLUMN

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- *LASER QUALITY - 64cps*
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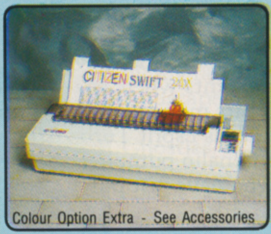
24 PIN PRINTER



192 CPS **136** COLUMN

- *Citizen Swift 24x - 24 pin - 136 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
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- *FREE Silica Printer Starter Kit*

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24 PIN PRINTERS

NEW!
CITIZEN SWIFT 24e
FREE! COLOUR KIT

216 CPS **80** COLUMN

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- *216cps Draft, 72cps LQ*
- *8K Printer Buffer + 6 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM & NEC P6+ Emulation*
- *FREE Colour Kit*
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SILICA PRICE:	£259

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NEW!
CITIZEN 224
Colour Option Extra - See Accessories

192 CPS **80** COLUMN

- *Citizen 224 - 24 pin - 80 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 2 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
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Micro Decision

144 CPS
80 COLUMN

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- *Epson and IBM Emulation*
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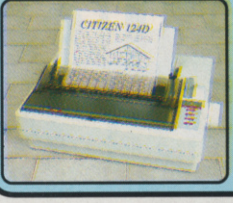

RRP:	£249
STARTER KIT	£25
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CHEAP AND CHEERFUL

Roll up, roll up, it's time for the January sales... Jools Watsham sets up his old battered suitcase and tries to shift the latest in budget releases.

RATING

5
BETTER THAN EXCELLENT
(Worth stealing)

4
EXCELLENT
(Worth buying)

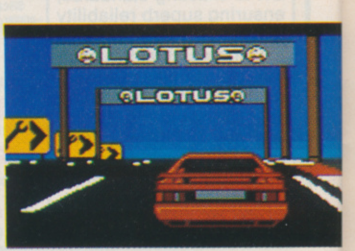
3
NOT BAD
(Worth borrowing)

2
BAD
(Worth a small peek)

1
WORSE THAN BAD
(Worthless)

LOTUS ESPRIT TURBO CHALLENGE

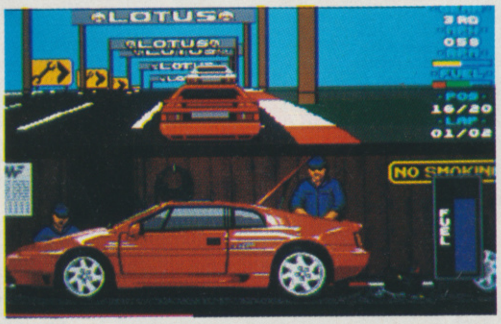
STAR BUY



GBH £7.99

THE LOTUS ESPRIT TURBO is a sexy machine, better looking than Julia Roberts, smoother than Cary Grant and it goes better than... (snip). It's the ultimate posing car – everyone wants to dive into the leather upholstery and put its acceleration to the test. But if you're one of the vast majority who's never going to get the chance to test drive the real thing, then Gremlin's original licensed game could be for you.

Lotus Esprit Turbo Challenge (89 per cent, Issue 26) offers the player 32 tracks from around the world to test out this dream machine. It's no standard test drive though, as you're pitted against a whole host of other drivers – and if you don't manage to finish among the top 10, you'll have to go back to the starting grid and try again. The action unfolds on a novel split-screen display, allowing high-competition two-player fun.



5

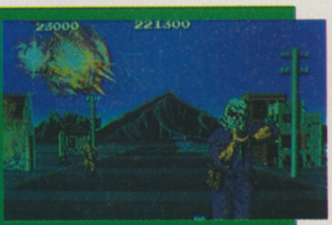
At the start of each race you can choose from four groovy musical tracks (or sound effects if you prefer), and once you're happy with that, it's time to put the pedal to the metal. Depending on what difficulty level you've chosen, there are seven, 10 or 15 races to be run – but because there's no save-game option, you'll have to finish the whole course in one session. Your position on the starting grid of each race is determined by your finishing position in the last: come first and you'll start in 20th, and vice versa.

Lotus Esprit is far from amazing to look at – the sprites and backgrounds are already showing their age – but the 3D feel of the hairpin bends and lethal chicanes is enough to compensate, not to mention the speed and the irritating obstacles, like rocks and road signs which add an element of surprise. And after all, it's the playability that counts.

Although *Lotus Turbo Challenge 2* is definitely an improvement over this, there are some elements where the original game gives it a run for its money

Lotus Esprit Turbo Challenge is a great adrenalin pumping treat, even for those of you who have just purchased its sequel.

OPERATION THUNDERBOLT



HIT SQUAD £7.99

THE DC-10 airliner from Paris to Boston has been hijacked by a gang of terrorists who have threatened to kill everyone aboard if their comrades aren't released from jail. The plane lands in Kalubya, where the hostages are hidden. This leaves one thing to do: call Roy Adams, the man who carried out Operation Wolf, and his mate Hardy Jones (because this time it's going to be tougher).

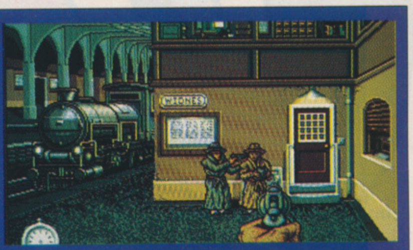
Taito's *Operation Thunderbolt* (90 per cent, Issue 16) is the sequel to the original coin-op blaster *Operation Wolf*. It maintains the same perspective (from the player's eyes), and basically the same gameplay – the only real difference is the two-player option which enhances its long-term appeal.

4

The action needs little explanation, you just need to keep your wits about you and see off the advancing enemies. In two- player mode you only have to shoot the terrorists on your own side of the screen.

Following its successful translation of the original, Ocean has done the trick again. Its predecessor was great, but this sequel is even better — well worth a very long look.

UNTOUCHABLES



HIT SQUAD £7.99

THE GUY: ELIOT NESS. The place: Chicago. The year: 1930. The black market for liquor is more lucrative than ever, and Alfonsa Capone is making higher profits than anyone from this illicit enterprise (he's the controller of the whole underground booze-ness). This makes Capone top of the Chicago Police Department's list of wanted criminals. The trouble is, most of the Department is either on Capone's payroll or too scared to do anything about him, so securing a conviction is almost impossible.

That leaves only one man… Federal Treasury Officer Eliot Ness. He, along with a small select group, do the job the cops won't do. Ness, Jim Malone, Oscar Wallace and George Stone, aim to crush Capone and put a stop to the flow of illegal liquor for good – they are the untouchables.

The Untouchables (86 per cent, Issue 15) is one of those multi-level games that tries to cram a piece of every game type ever invented into one package while still retaining some of the film's story and style – and, surprisingly enough, Ocean seems to have achieved this quite well.

Your first setting is in one of Capone's liquor warehouses, where 10 of Capone's accountants are running scared carrying valuable evidence in the form of ledger pages. The bad guys do their best to avoid you by leaping around the crates (an arrow in the top right indicates where the nearest accountant is).

When you have all the ledger pages, you've got enough evidence to go to the next stage of the operation, an *Operation Wolf*-style shoot 'em up set on a bridge where trucks loaded with liquor try to pass.

Each stage is different in style, both graphically and in terms of gameplay, so there's plenty of variety.

Don't be put off if you've tried other film licences and they weren't up to scratch, this is a good reconstruction – and an enjoyable game in its own right.

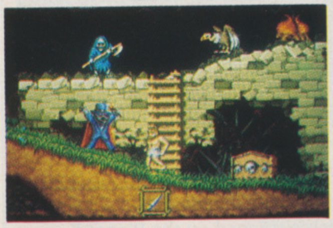
4

GHOULS 'N' GHOSTS

KIXX £7.99

YOU'RE SIR ARTHUR Lancelittle, a knight with a mission… to find himself a girlfriend. And it looks as though your luck could be in, as you've just heard a damsel in distress calling for your help – surely this is your chance to kick some dragon ass and have some fun.

But little do you know that it isn't a boring old dragon that's holding your future love partner, but the Devil! He's hiding far away on a landscape full of Ghoulies and Ghosties.

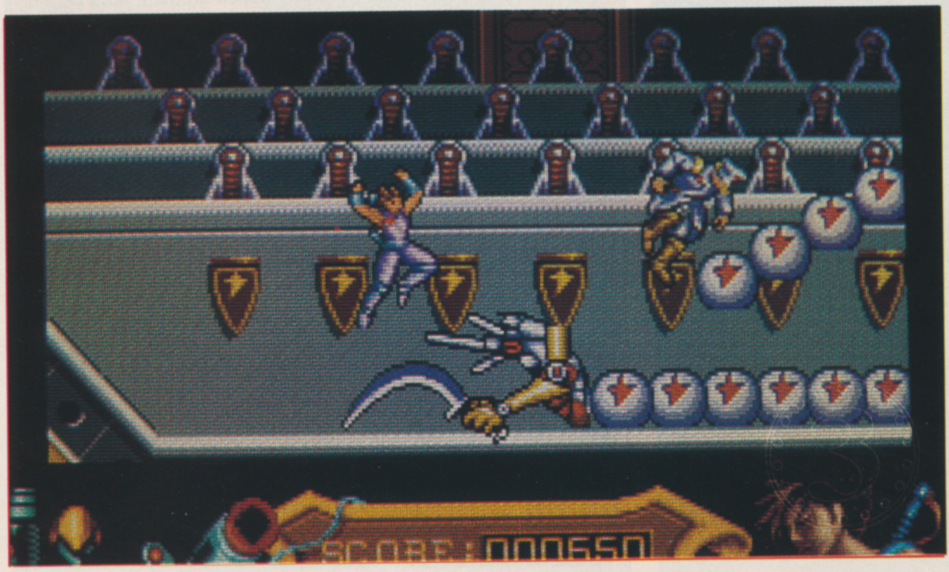


Ghouls 'N' Ghosts (80 per cent, Issue 15), the sequel to *Ghost 'N' Goblins*, has the traditional platform romp gameplay: ugly flower-spurting blobs and scythe-wielding skeletons are just some of the weirdos that prance about the landscape attempting to stop you in your quest. Their first hit will send your armour back to the cleaners, but you can still progress through the level. Watch out for the next hit though, as this could kill you.

You're armed with an unlimited supply of lances, which can be flung across the screen and wipe out most things in its path. Other weapons (such as a dagger) can be found by smashing open the chests which appear along the way (you'll find that some pick-ups are useful and some aren't – but it's fun finding out which are which).

Ghouls 'N' Ghosts may stick to a tried and trusted formula, but it does it with some style making it one of the best of its type.

3



OTHER RELEASES

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ARCADES

John Cook bites the bullet and accepts a task which would have finished a lesser man... a harrowing trip to Florida to face this year's International Association of Amusement Parks and Attractions show.

AS TRADE SHOWS GO, the 1991 convention of the International Association of Amusement Parks and Attractions – held in the quaintly named Orange Country Convention Centre – was okay. But then I suppose that I have to say that really... any event where you can get sunburn in November counts as pretty bloody marvellous as far as I'm concerned (but I have to play it down a bit otherwise the rest of *The One* team will wise up and decide to go themselves next year). As the man said, it's a dirty job... but someone's got to do it.

So what was it all about then? In the balmy Florida sunshine, men in suits pottered around trying to sell their wares – a term which includes everything from multi-multi million dollar attractions to dime a dozen cuddly fluffy toys. And, as ever, us Brits were out there in force!

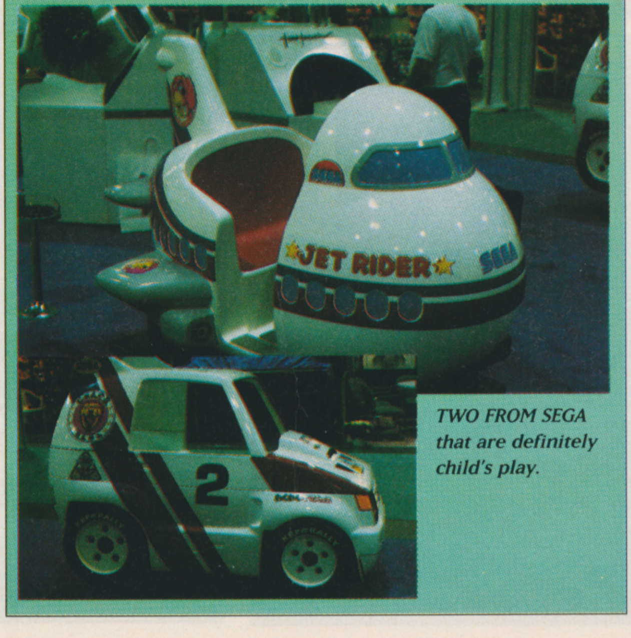
The highest profile belonged to Leicester-based W Industries, which performed the official US launch of its Virtuality™ Virtual Reality Entertainment System. And as it happened, this stand was the talk of the show, with

ONE OF THE MANY products making an exhibition of themselves in Florida was Rediffusion's Venturer II (above).

KIDDIE RIDES-Sega

THE 16TH CENTURY JESUITS used to say that if you gave 'em the child early enough, they would deliver the man (which, roughly translated, means "brainwash 'em young"). Well... I'm sure that wasn't in Sega's collective mind at all when these little beauties were developed, but the two games that were on display at the recent AMOA certainly were certainly in the 'get 'em young' school of marketing.

Comprising a driving game and a flying game, these semi-interactive efforts chug and sway gently according to what's happening on screen – probably enough to keep the average four year-old happy, but don't try squeezing in the unit yourself if you're looking for the ultimate video game challenge, eh?

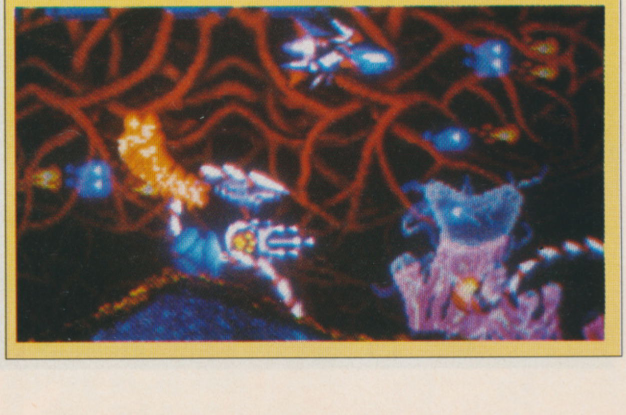


TWO FROM SEGA that are definitely child's play.

XEXEX-Konami

KONAMI HAS COME UP with a very interesting looking game this time, all housed inside a horizontally scrolling, *R-Type* style vehicle. Let's get out the checklist a minute. Yes, we have a silly scenario – with Princess Elaine trapped on the Planet E-Square, somewhere in the mists of time. Yes, we have power-ups, end of level Boss monsters and millions of flying bullets. But hang on, there's something new too! Very stylised graphics with about a zillion colours at our disposal.

That said, the gameplay is nothing new, but it plays well enough and the new graphic approach is visually pleasing (even approaching the stunning from time to time). Worth a try.



constant queues of trade punters eager to try the Latest Thang (portly corporate types were ushered into an inner sanctum and, no doubt, given a thorough seeing to).

Two new games were on offer: *EcoRex (Heavy Metal in Europe)* a monster robot bloodfest, and *Dactyl Nightmare* (simply *Nightmare* on this side of the pond) which allowed networked players to practice all sorts of hand to hand combat deep in Cyberspace. Watch out for full reviews of both of these titles next month... along with some details of W's super secret role-playing VR extravaganza.

A US company called Horizon is taking the system over there – and there's also an unexpected alliance with a name more familiar to the home computing community, Spectrum HoloByte (creator of *Falcon* et al). Spectrum, Horizon and W are coming together to form a development entity called *CyberStudio* – although the details of what it's going to do and where it is based appear to be somewhat hazy right now. Interesting stuff, and probably not the last time that we'll find home computing companies mixed up in VR.

The other major UK-based company making an exhibition of itself was Rediffusion Simulations, which now has a significant stake in the 'entertainment simulator' business: broadly speaking, these are the things that you step into with other people, watch a TV screen, and get shaken about vigorously in synchrony with the action on the screen (and wouldn't you know it, they're as popular as released hostages at RAF Lyneham).

At IAAPA, Rediffusion was launching the Venturer II – a 14 seater mid-range thing, with digital sound and video and lots of fab software – including a trip down Niagara Falls... just the thing for a post breakfast outing.

The great mechanical beast looks good – but an expectant trade is still waiting (with the proverbial bated breath) for the Commander, Rediffusion's two seater, interactive simulator. With all sorts of rumours about the subject matter and quality of the first software, the smart money is on a flight sim with... gasp... texture mapping! It doesn't sound much, but this is a technique where you paste patterns onto polys in realtime. Okay, it makes a bunch of triangles look prettier.

However, the product launch has already been put back once – and chances are it'll not turn up until the UK ATEI show in February. Unless we can get a mole in there first!

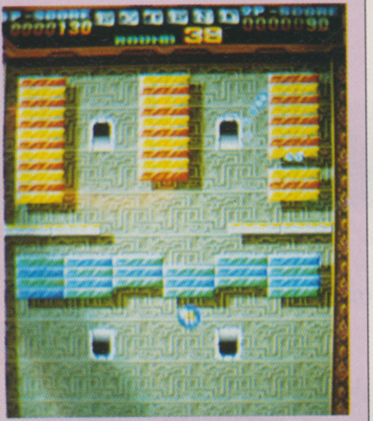
Other highlights of IAAPA – my first experience of High Definition TV (it really is astonishing beyond belief), the million dollar Cameleon and the Orbotron which lets you spin around in three axes. Weird.

DIZZY HEIGHTS: the Orbotron allows you to spin around on three axes.

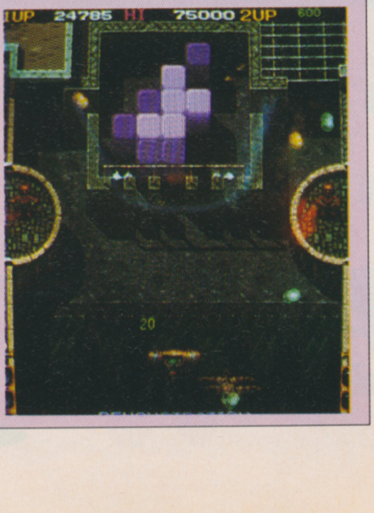
BLOCK BLOCK-Capcom

GHOX-Toaplan

B*REAKOUT* WAS ONE of the original video game formats, and it still pops up from time to time in various guises, sometimes with astonishing success. Here are two more additions to the ranks – *Block Block* brings chunky graphics and complex playfields to the party and very fine it is too, as you would expect from Capcom.



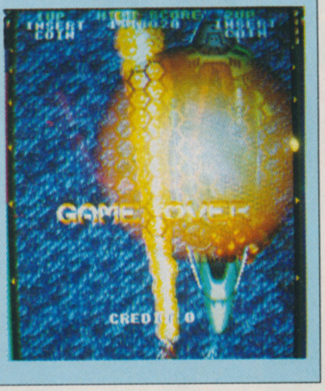
More inspirational, however, is Toaplan's *Ghox* – better known for its wild super-fast action shoot 'em ups. I don't understand the scenario yet, but as you knock out the bricks, little fairies and coins rain down on you, along with gems and stuff. I'm going back for more – and that suggests that Toaplan has got it right on this one.



LETHAL THUNDER-Irem

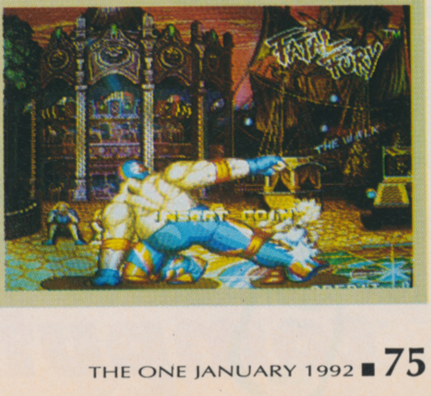
A GOOD FRIEND OF MINE – a long standing arcade fanatic – has saved a lot of money recently. He's stopped playing vids because he's bored with playing the (ahem) "same shit in a different package." This is not to criticise *Lethal Thunder* per se, but does Irem really believe it to be significantly different from its last vertical scrolling shoot-em up?

As they say... for fans of the genre only (or if you've never played a vertical scroller before, maybe it's time you joined the human race and had a go at this one).



FATAL FURY-Neo Geo

A NEW FIGHTING GAME for the Neo Geo, a company which continues to get better and better. Nothing particularly outstanding here, but it's certainly a well crafted effort (how shall we put this?) in the style of certain Capcom titles, perhaps beginning with F and having a very similar loading screen. But there's the collective unconscious for you eh?



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You don't have to be a headcase, nutcase or suitcase to enjoy the Demos Showcase. Just watch this space...

DEMOS

THE DAYS ARE GROWING COLDER, the nights are creeping in, you've spent all your cash on Christmas, you've eaten all the Quality Street and you're bored, bored, bored. If you can't afford to throw away wads on the latest 3D licence with luscious graphics and stereophonic sound, then dip your toe into the wonderful world of Shareware and Public Domain. You may not find a masterpiece, but who cares when you're not spending more than a fiver?

There are programs and then there are programs. Some are useful and some are... well, not quite so useful. Like llama-lover Jeff Minter's *Colourspace*, which we covered a couple of months ago, *Kozmic 2*, a piece of Shareware written by Dave Henniker, is one of the not-so-utilitarian ones. It won't run your business, brush up your Swahili or help you with your maths, but if you happen to have a pattern in mind that you might want to generate (for some reason), then Kozmic 2's your disk.

You name it, it's got it: radial lines, circles, bizarre swirly shapes, peculiar psychedelic patterns and loads of garish, clashing colours. It's all accessed by a very user-friendly control panel, you can load in and modify your own palettes, cycle colours and save any masterpieces you create in *Degas* or *Neo Chrome* formats too. You even get a separate showcase file of Dave Henniker pictures thrown in. A "hey, man, let's chill out and dig some colours" kind of program, and cool if that's the sort of thing you go for. Be warned, though, that it's a 1Mb-only program.

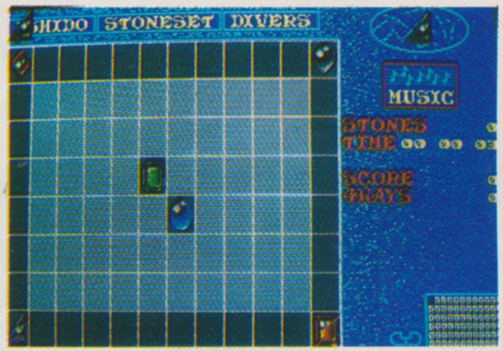
PUNISH YOUR MACHINE

A bit of a mixed bunch, this one. Compiled by Delta Force at Germany's International Coding Conference and available for the time being only from Caledonia PDL, this is a veritable Aladdin's cave of bouncing balls, rotating cubes, colour psychedelia and strings and strings of scrolling messages. It all adds up to 15 different demos by the likes of Electra, the Overlanders and Starbyte Software (who plug a preview of their forthcoming game) and inevitably some of the spots are better than others.

Worth noting are a *Cray II Emulator* which allows you to feast on various Mandelbrot and Julia sets, and a complete version of the puzzle/strategy game *Ishido*, called *Way Of The Stones*. If you're a fan of games like *Shanghai* and *Sarakon*, this latter game, which involves filling a board with various combinations of *Mah Jong*-like stones, is a worthy purchase.

International Coding Conference
MOS

MANDELBROT SETS cause chaos in Punish Your Machine.



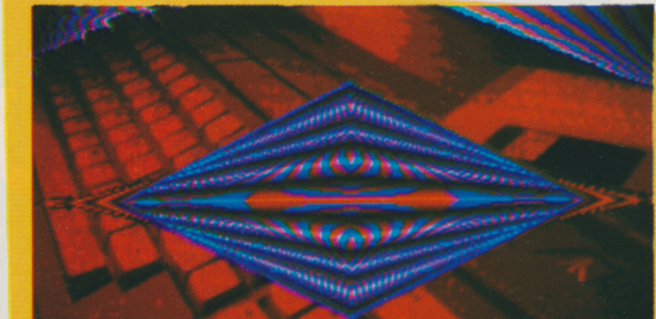
ISHIDO, the game in the middle of the Delta Force demo, doubles the life of the disks.

MORE, MORE, MORE

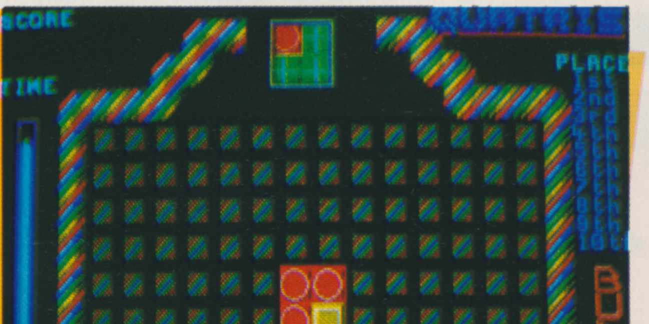
If you can't get enough of all those not-so-hilarious text messages and can't keep your hands off those bouncing balls, there are, as usual plenty of other potential purchases about. Often it's the menu itself that's the main attraction.

To get into the various parts of the *Lightning Demo* from the Pendragons (which has been around for a while) you need to manoeuvre a peculiar blob-like rubber creature around a maze of bridges and warps just to get into the various sections. In the Pixel Twins' *Stupendous Demo*, it's a bizarre hi-tech spaceship, complete with sliding doors, metallic corridors and a *Dungeon Master* interface.

Of course, if that's all too taxing, why not put your feet up with a cup of tea and a Viennese whirl and watch the *Snowman* demo from Sundox instead? This is the 520 version of an original 1Mb-only demo from Microdeal, which was first released way back in 1988. To the soothing strains of the perennially popular Snowman theme, you're invited to feast your eyes on a string of



KOZMIC 2: best played in flared trousers to your Doors LP.



YES, IT'S ANOTHER Tetris clone, and pretty good Quatris is too.

(occasionally animated) digitised black and white images taken from the film. It misses out a few chunks of the Raymond Briggs story (and doesn't last too long) but it's cute and mellow and it makes a change from all those lists of "Greets".

GAMES, GAMES, GAMES

Tetris, the game that spawned a thousand clones, has popped another little one. This month it's called *Quatris* and instead of all those weird shapes, you drop blocks consisting of four mini-squares into the well. Manoeuvre it so that you get a pattern of four identical mini-sections in a row or a square, and they disappear. The clever bit is that, in contrast to Tetris, you never get any gaps in the pattern: when there isn't enough room for a whole block of four to land in one piece, the mini-sections drop off and fill the space available, giving you plenty of scope for lots of complex strategy. No prizes for pretty graphics, but still one of the better Tetris variants around.

Wherever you go in the Public Domain, chances are that one way or another you're likely to come up against a ball of one kind or another. In *Ballpark*, one of Budgie's latest releases, just for once they don't spin or twist or turn inside out. Instead they glide along various curving, one-way and multi-directional routes and paths. All you've got to do is guide your very own little spheroid from the start to the finish, negotiating transporters, bonus pads, enemies and keys in between. Cute sounds (including sampled speech) and carefully graded difficulty make it well worth a whirl.

In fact, there's a veritable cornucopia of puzzling challenges around at the moment, so it's also worth checking out Robin Ball's *Infiltration*, an adventure set on a gigantic alien space ship created using Incentive's *3D Construction Kit*, and *Dead Or Alive*, by Kev Davies, a chunky text-only affair with a bizarre sense of humour.

WHERE TO GET THEM

All the demos and games listed above are available from:

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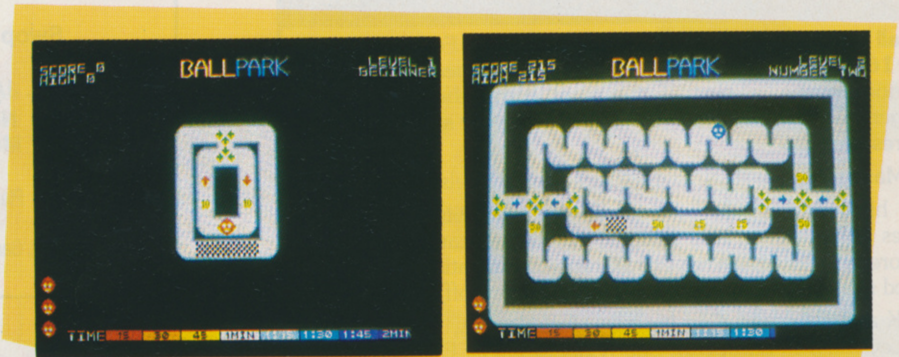
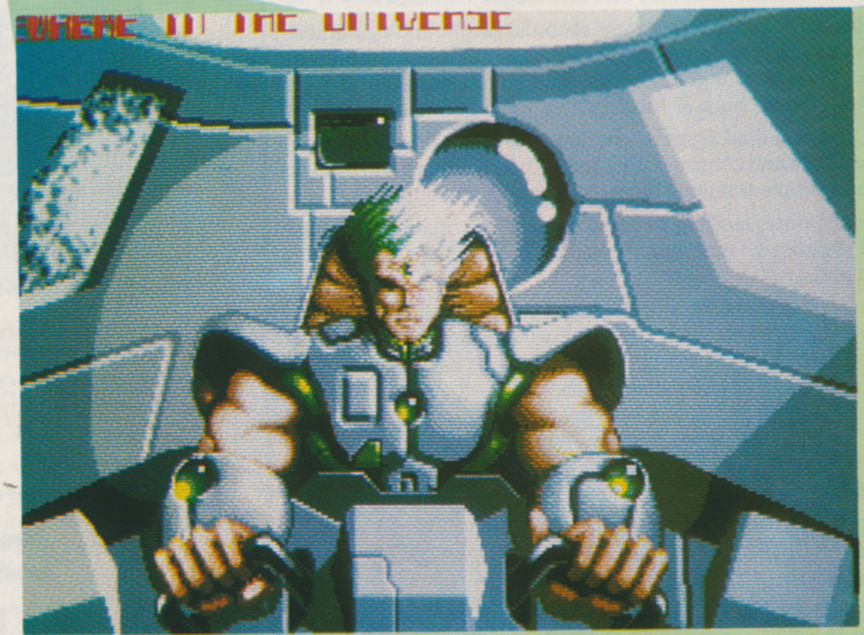
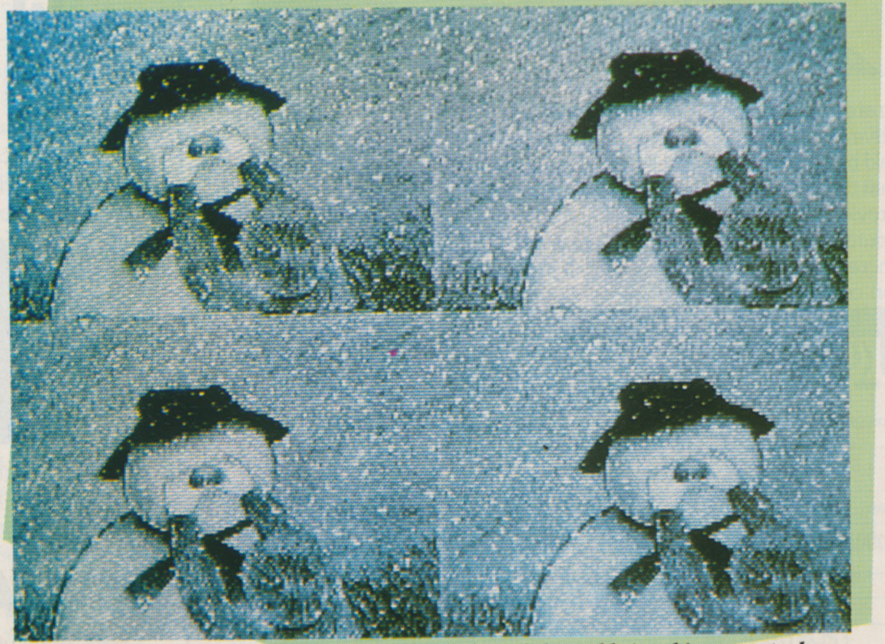


BALLPARK: a game with more balls than the average PD showcase. It takes a lot of balls to get through these mazes.



OODLES OF BLOCKS, bizarre corridors, traps, sudden death and more... Infiltration has been produced using the 3D Construction Kit.



THE SNOWMAN DEMO: put away all those unsavoury disks and bring this one out when your granny comes around.

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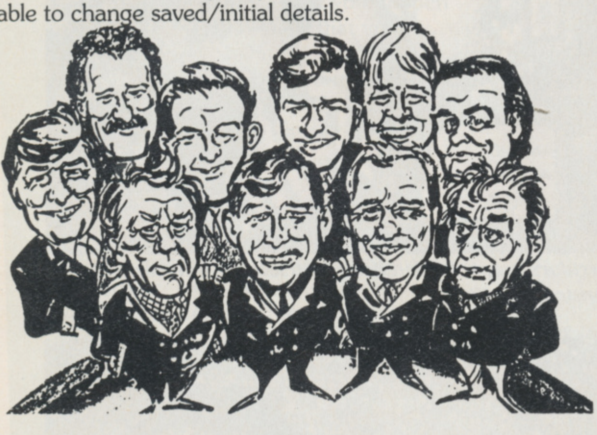

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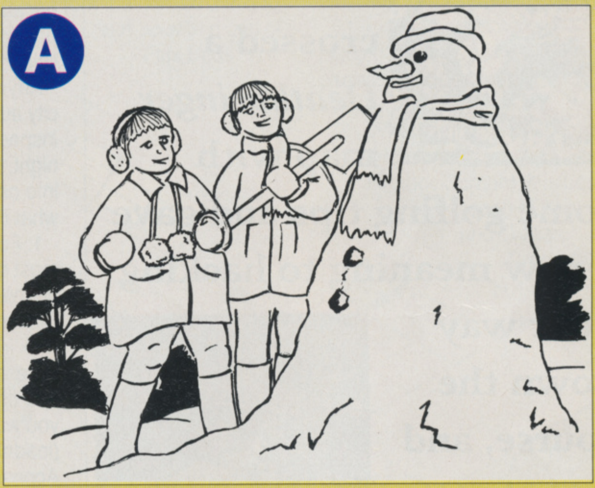

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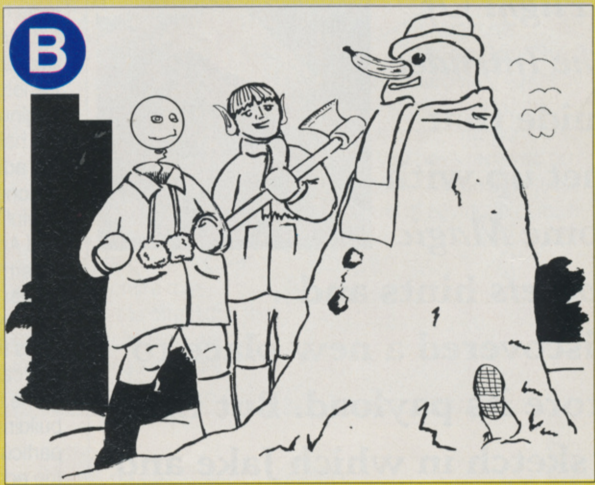

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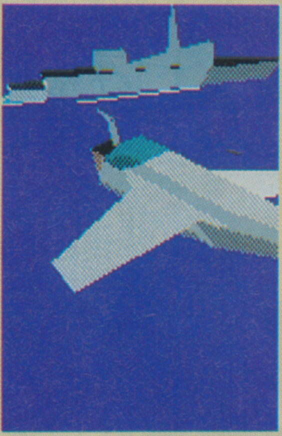
The editor's decision is final and no correspondence will be entered into. Entries received without the £2 fee will be deemed ineligible. Entries will be accepted until January 30th, money received after that date will still be sent to the charity. Photocopied entries are acceptable and multiple entries are allowed, although each separate entry must include the minimum fee. The proprietors of EMAP Images or any of the other companies involved in this competition can take no responsibility for monies lost in transit.

TIPS

JANUARY 1992

Good evening, ladies and gentlemen and in a packed program tonight we'll be talking to a man who crossed a *Deathbringer* map with some golfing tips and gave a new meaning to hacking your way down the course, and a *Flight Of The Intruder* guide that met up with some *Magic Pockets* hints and discovered a new place to store its payload. But first, a sketch in which Jake and Elwood play a pair of refuse workers in *Utopia* and end up down in the dumps.



BRIAN 'RONNY' NESBITT

Urban development may sound boring, but ask any town planner what he has to put up with. Alien attacks at all hours, inhospitable atmospheres...

UTOPIA

YOU KNOW HOW IT IS. There you are, happily building a carbon copy of Milton Keynes on some planet far, far away, when all of a sudden you're besieged by aliens, bent on destroying all your concrete cows and glass buildings. And why? All because your flux pods weren't positioned correctly, it's always the little things.

Anyway, Gremlin's merry band of city surveyors and government inspectors have been up literally all night, putting together their findings into one big official report. Here's what they thought...

1. For single-drive users, to avoid most disk swapping during play, load up the Map Screen from the Game Disk and then keep the Scenario Disk in the drive. This way, you can access the Map Screen immediately, and don't have to swap disks when you want to read a spy report (loaded from the Scenario Disk). Access the advisers via the function keys F1 to F6.

2. Some of the information available on the Adviser Information Panels isn't updated until the beginning of a new month. Get into the habit of looking at one or more of the advisers on the list on the second day of each month. It's useful to view the Psychiatrist (F1) and Administrator (F2) reports, to determine your priorities for the month ahead.

3. Keep a good spread of Flux Pods throughout your colony, so that you can build freely without the game telling you that you are building too far from a Flux Pod. In particular, build Flux Pods around the edge of your colony, so you can expand outwards quickly.

4. Once you're at war with the enemy, build one or more back-up Command Centres. You are severely hampered if your only Command Centre is destroyed.

5. With a high population, several Hospitals have a greater effect upon Quality Of Life than just one.

6. Invest in scientific research early (by building Laboratories and recruiting Scientists), and make sure you maintain adequate research grants. Obtaining inventions takes time, so don't waste it.

7. If you have a power shortage and are under attack, build Missile Launchers instead of Laser Turrets: Turrets use a lot of power.

8. To easily stake out the location of an Ore deposit, enter the Map Screen and position one or more markers over a patch of Ore. Then EXIT to the main game screen and simply build a mine over the markers that you see. The same process will work for fuel deposits.

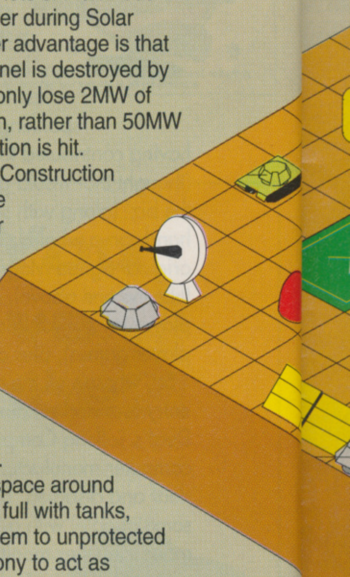
9. Try to avoid building Power Stations since they severely affect Quality Of Life by producing hazardous waste products. Instead, try to build lots of Solar Panels. You will have to build lots of Flux Pods too, to store power during Solar Eclipses. Another advantage is that when a Solar Panel is destroyed by the enemy, you only lose 2MW of power generation, rather than 50MW if your power station is hit.

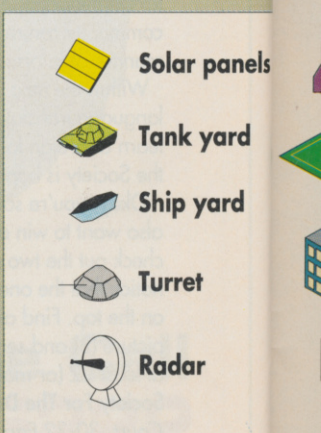
10. Build Tank Construction Yards around the perimeter of your colony, so that tanks are ready to engage the enemy from whatever direction they choose to attack.

11. When the space around the Tank Yard is full with tanks, move some of them to unprotected parts of your colony to act as sentries. Ideally, you should have small groups of tanks everywhere so that there is no weak point for the enemy to use.

12. If you're short of money, build lots of Workshops and Stores, and regularly sell the Tech Goods you produce. The same can be done with Chemical Plants and Fuel Tanks.

13. Put Income Tax straight up to 20 per cent at the start of the game,





and lower it a few per cent at a time as you build up money. Once you are rich, remember to reduce tax to 0 per cent to make your people really happy.

14. If you're having trouble moving tanks to a marker because an obstacle is obstructing them, position another marker well clear of the obstruction but in another direction, and send the tanks to this marker first. Then send the tanks to the original marker.

15. When sending tanks and spaceships to attack the enemy city, remember that large groups have a greater effect than sending just one or two tanks at a time. Ideally, amass tanks and ships on the edge of the map and then send them all off together. Another good idea is to build one or more Tank Yards near the edge of the map, so that you can send the tanks immediately to the enemy city.

16. Maintain 'roads' of at least two spaces wide throughout your colony so that tanks can move about without restriction.

17. Once you have the Land Mine invention, drop Land Mines right in front of enemy vehicles as they approach your colony.

18. To get an extremely large radar coverage, construct Flux Pods in all directions, building each Pod about 10 spaces out from the last, so that you end up with a grid of Flux Pods 10 squares apart. Then build a radar by every Flux Pod. Your radar should now cover almost the entire map.

19. Learn the directions the enemy attacks from and put extra defences in those directions. Where terrain permits, seal off 'valleys' with a row of Laser Turrets or Land Mines, so that enemy land vehicles cannot pass.

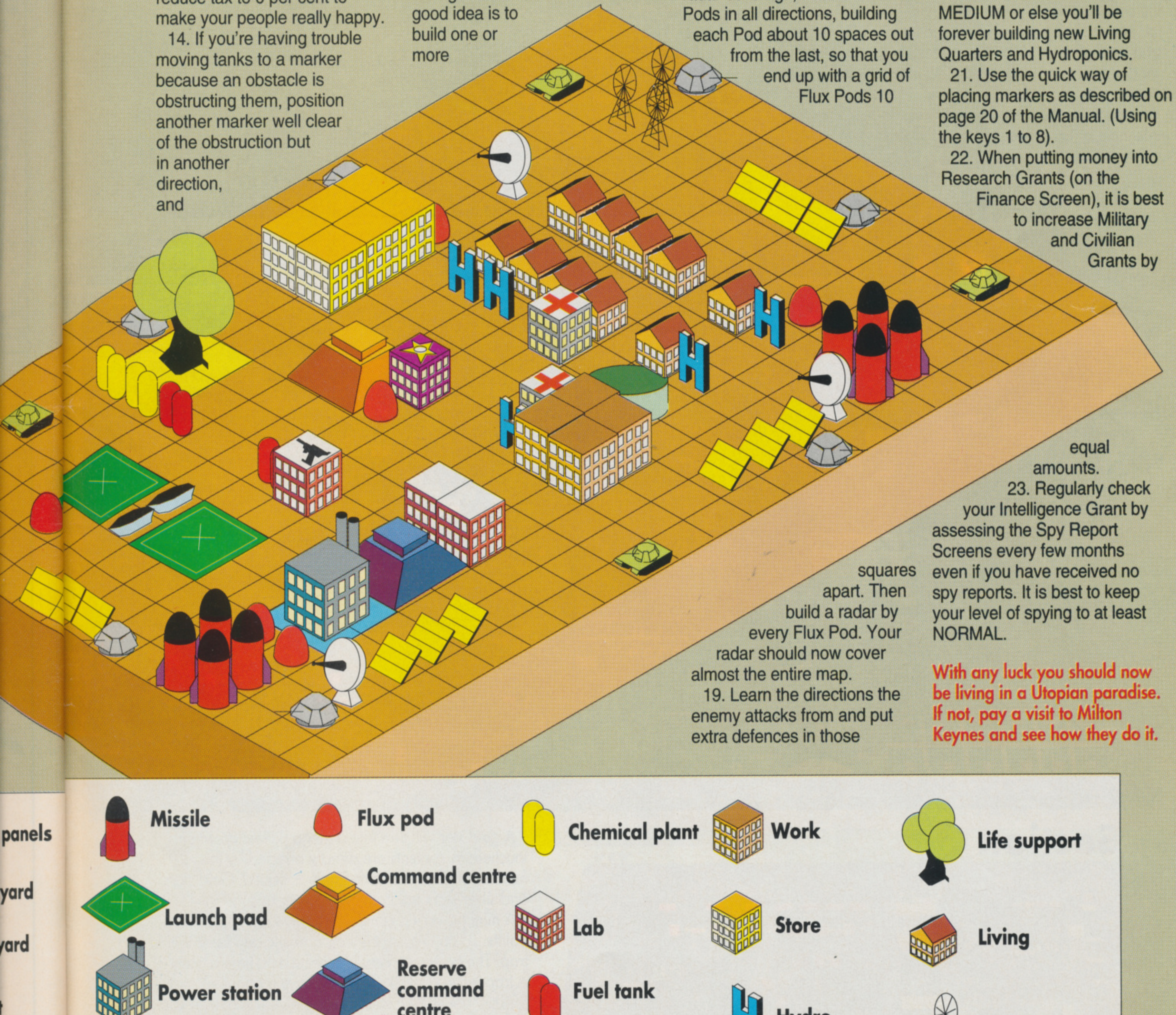
20. At the start of the game build a Hospital and increase the Birth Rate to HIGH, so that your population increases quickly. This gives you more colonists available for construction and to work in industry. Once you are happy with your population size, reduce the Birth Rate back to MEDIUM or else you'll be forever building new Living Quarters and Hydroponics.

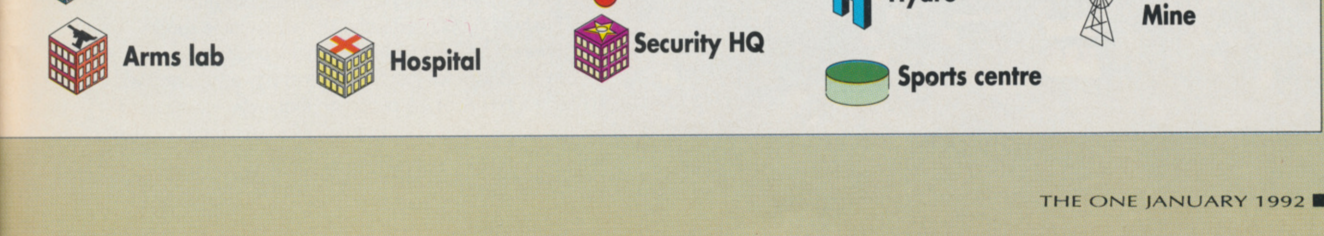
21. Use the quick way of placing markers as described on page 20 of the Manual. (Using the keys 1 to 8).

22. When putting money into Research Grants (on the Finance Screen), it is best to increase Military and Civilian Grants by equal amounts.

23. Regularly check your Intelligence Grant by assessing the Spy Report Screens every few months even if you have received no spy reports. It is best to keep your level of spying to at least NORMAL.

With any luck you should now be living in a Utopian paradise. If not, pay a visit to Milton Keynes and see how they do it.





BRIAN NESBITT'S PLAYERS GUIDE

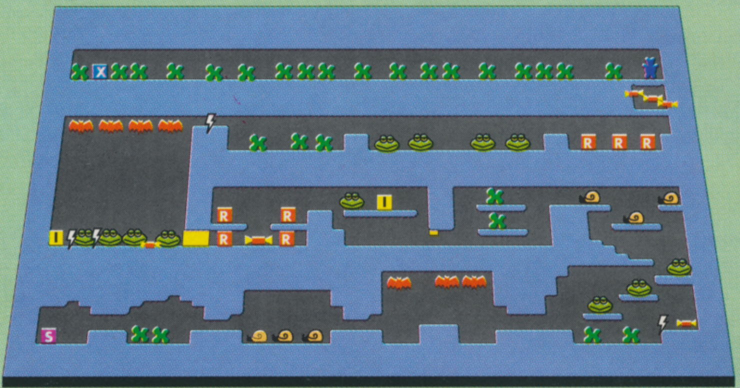
Hey little boy, come and see what I've got in my pockets! Why, it appears to be a guide to the Bitmap Brothers' latest game. Magic!

MAGIC P

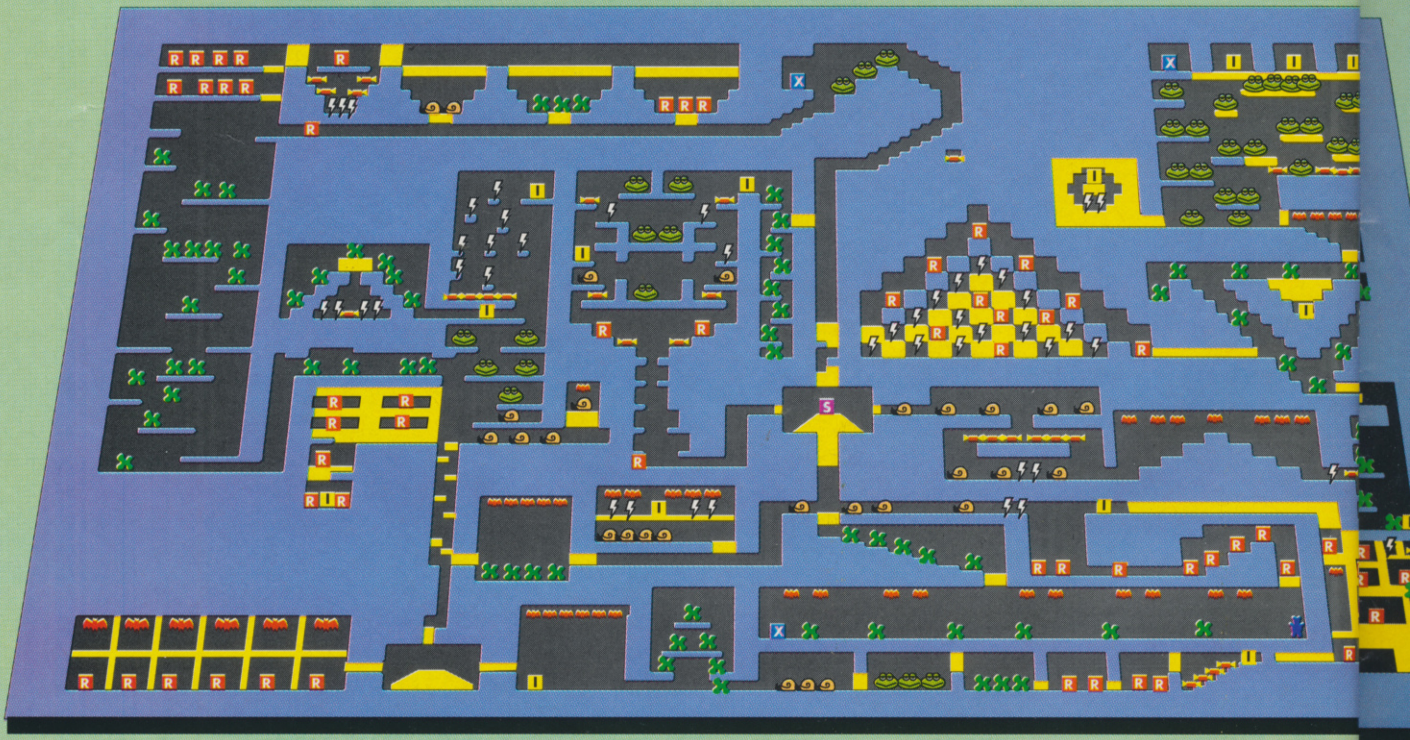
THE GAMEPLAY

The first law to learn is the 'kill count'. Each nasty that is 'killed' (explodes into sparks) increases the kill count which in turn affects the bonuses that are awarded for bursting a trapped nasty. The next bonus is indicated at the bottom of the screen 'behind' the lives hand and the 'power-up' hand. The next thing to learn is the 'bursting' of a trapped nasty. The bonus sweets that are rewarded for doing this can be determined by the player. The harder a 'trap' is hit, the more bonus sweets will be delivered, so falling from a great height will burst a trap into three or four sweets as opposed to one or two from a lower level.

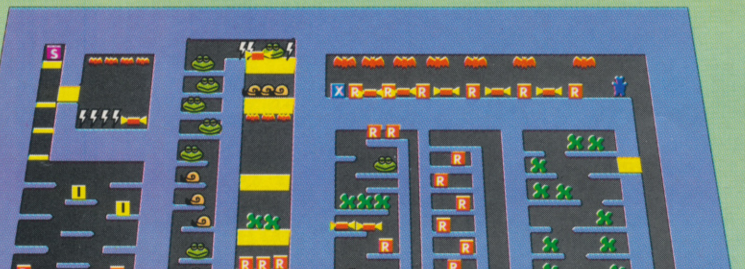
Section 1



Section 2



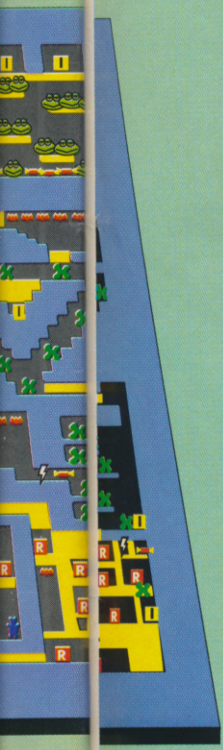
Section 3



A gold star will turn into a mega power-up when touched: its contents are directly affected by the number of silver stars previously collected. Gold stars and silver stars are both mini power-ups.

A mini power-up can be created at every 5,000 points. To do this, simply trap a nasty, and burst the trap. The power-up is collected the next time a nasty is trapped and burst. So if you have a bonus of 10,000 points, you will get two powerups, which you can collect when the next two nasties are burst.

Every 100,000 points the kid will become super-powered: he'll get all his lives back and will be awarded with full fast-fire, full fast power-up, and will get the power of the potion on that level.



THE BIKE RACE

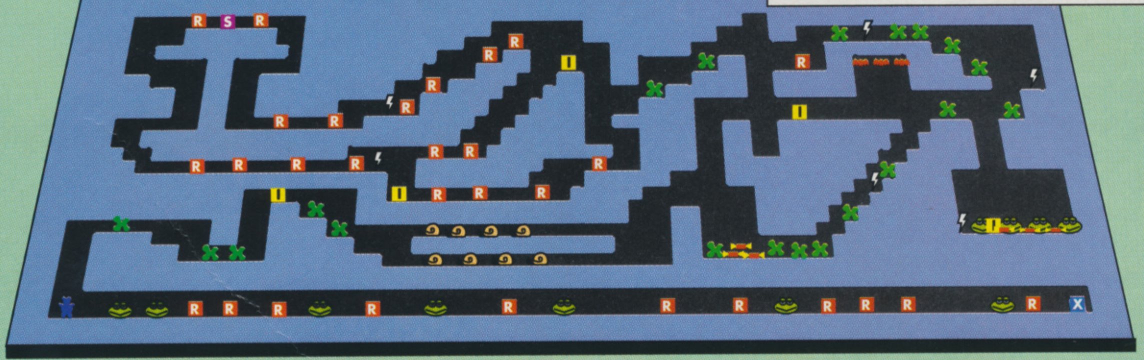
SIX SUPER Rockmen and seven bikes drop from above and are bent on beating you. If you stand still you'll get kicked around, so jump or fire. Run to get the closest bike, and pedal like mad. Jump over the snails or they will slow you down. Get into a wheelie and you stand a good chance of getting a bonus.

POCKETS

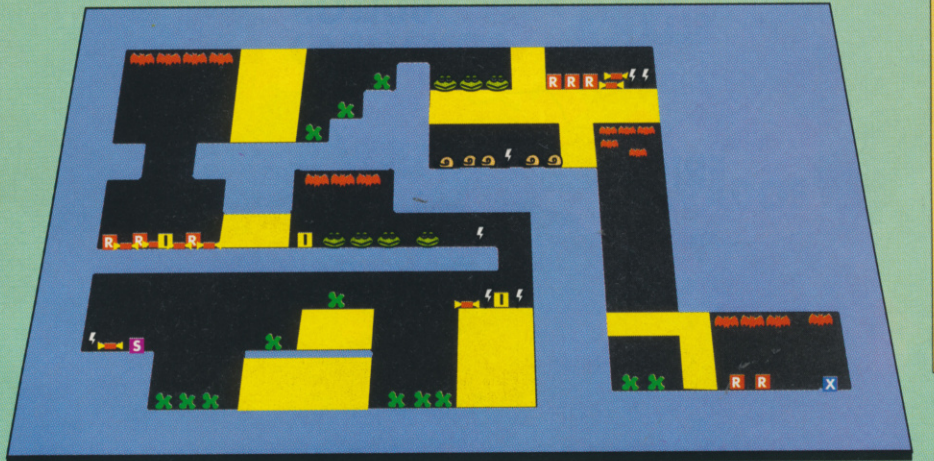
KEY

X	**Exit**	●	**Toy**
S	**Bitkid start**	●	**Bats**
✖	**Blobs**	🟨	**Erodible blocks**
ϟ	**Powerup**	●	**Frogs**
R	**Rockmen**	●	**Snails**
▬	**Sweets**	I	**Item**

Section 4



Section 5



THE GREEN FRUIT DRINK

THE GREEN DRINK holds many a mystery. If picked up, certain other bonuses will change. The pop drink will now deliver a spread of sweets, regardless of the 'kill count'. Also, the 100 points sweets are replaced with red drinks (random points), which is very effective if you have a habit of trapping and bursting without killing any nasties. The green drink does other things as well but that's for you to work out!

THE END OF SECTION BONUSES

THERE ARE SIX types of bonus awarded when you exit a section. These are:

1) Kill bonus. Every time you kill a nasty, a section 'kill count' is incremented. This is then multiplied by 100 and added to your score. If you manage to kill all the nasties in the section, then a bonus of 20,000 points is awarded.

2) Toy bonus. If the toy from that level is taken through the exit you will be awarded an extra 5,000 points.

3) Lives bonus. The lives bonus is set to 20,000, which you get if you exit a level without losing a life. If you lose a life the bonus is reduced to 5,000, and subsequent lost lives subtract 1,000 points from this bonus.

4) Helmet bonus. This is a bonus of 5,000 points for exiting the section with any helmet on (excluding the diving helmet).

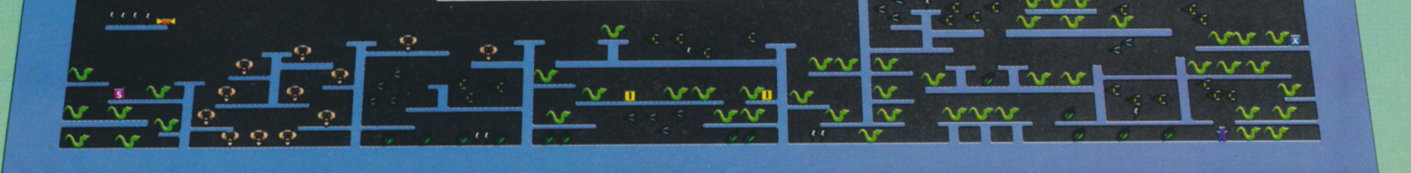
5) Star bonus. For every silver star that has been collected and not used 1,000 points is added to the score.

6) Warp bonus. For those players who choose to skip a level by warping, a 'compensation' score is awarded. This is always 200,000 points.

Section 6

KEY

X	**Exit**	●	**Toy**
S	**Bitkid start**	●	**Bee**
●	**Plant grow path**	●	**Gnat**
ϟ	**Powerup**	●	**Chimp**
●	**Venus fly-trap**	●	**Snake**
▬	**Sweets**	I	**Item**

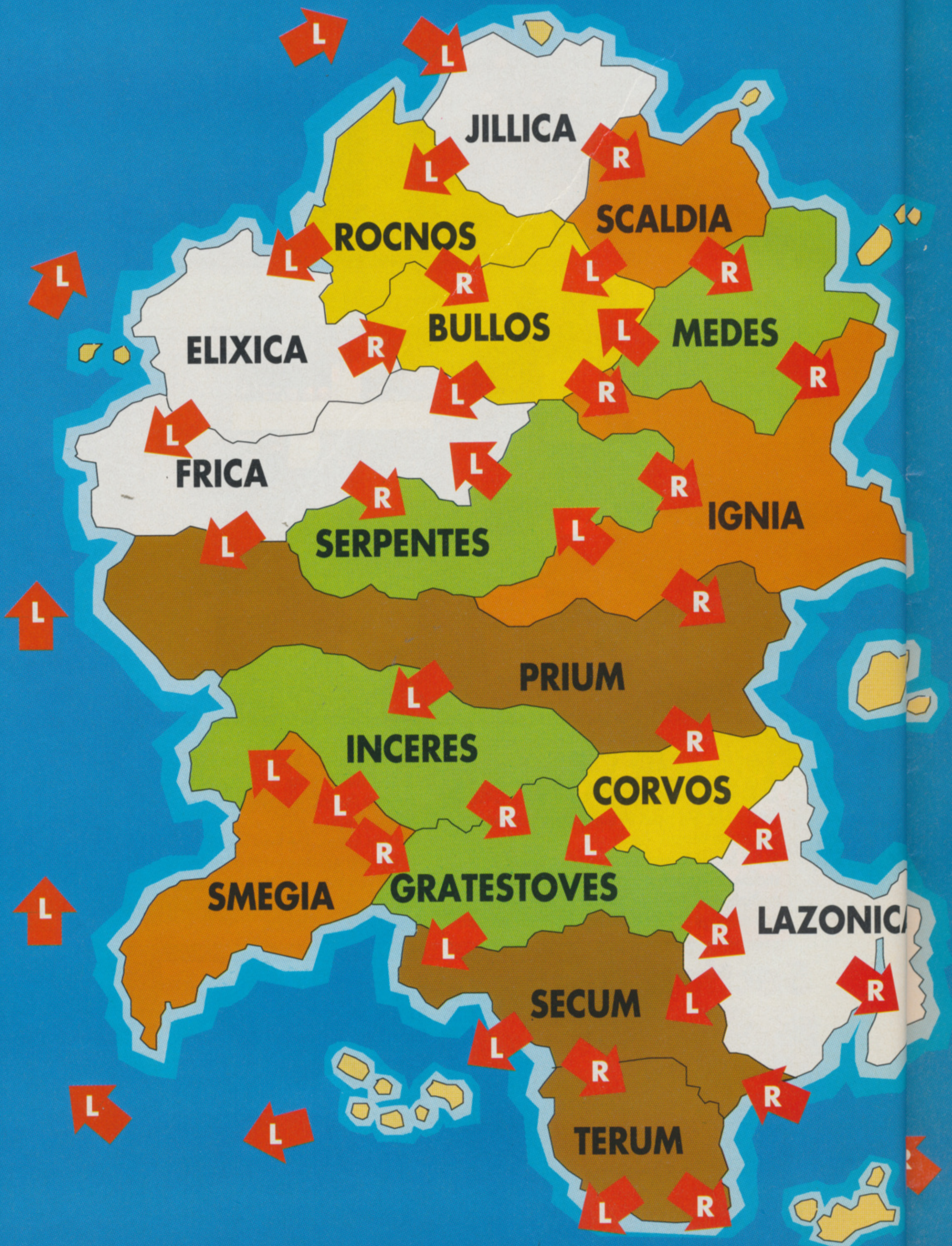


BRIAN NESBITT'S PLAYERS GUIDE

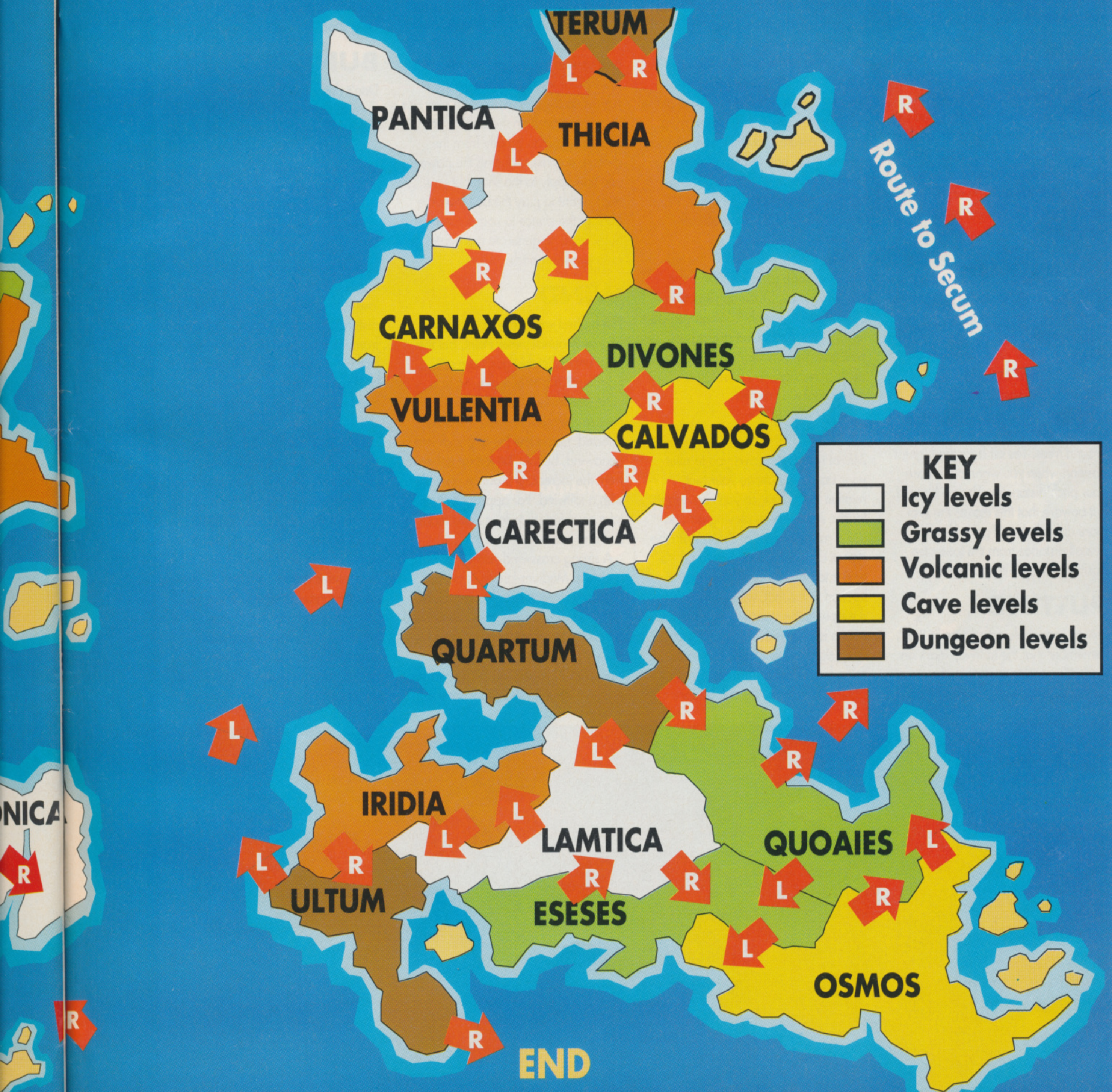
Bringing death to your enemies is all very well, but hands up all those of you just wandering around in circles. What you need, my boy, is a map, like the one below.

DEATH

A-HUNTING WE WILL GO, a-hunting we will go, a hee-hi-hallio, a-hunting we will go. Hewwo evewybody, Elmer 'kill the wabbit' Fudd here with the latest instalment of my Guide To Better Wabbit Hunting. The map opposite should help you and your ever-hungwy sword stay well fed. The secwet is that each level (be it icy, gwassy or dungy) has two exits, left and wight of the centre. Some exits lead to the next level, some lead to the last level and some weturn you wight the way back to the start of the game. Others loop back on themselves, stopping you from pwogwessing any further. Following the awwows on the map should lead you to the tewibble monster at the end. Starting at JILLICA, the two halves of the island are joined at TEWUM, where both exits lead to THICIA. The wight exit from QUOAIES leads all the way up to SECUM, so unless you're after extwa points, don't bother going that way. Well, almost time to go, so if anyone needs any further wescuing fwom Deathbwinger, tough. I'm waiting at ULTUM for that pesky wabbit to pop up...


JILLICA
ROCNOS
SCALDIA
BULLOS
MEDES
ELIXICA
FRICA
SERPENTES
IGNIA
PRIUM
INCERES
CORVOS
SMEGIA
GRATESTOVES
LAZONICA
SECUM
TERUM
L
R

BRINGER


TERUM
PANTICA
THICIA
Route to Secum
CARNAXOS
DIVONES
VULLENTIA
CALVADOS
CARECTICA
QUARTUM
IRIDIA
LAMTICA
QUOAIES
ULTUM
ESESES
OSMOS
NICA
END
L
R
KEY
Icy levels
Grassy levels
Volcanic levels
Cave levels
Dungeon levels

BRIAN NESBITT'S

PLAYERS GUIDE

Stuck in a divot? Never mind old bean, your handicap should soon be dropping thanks to Lee Hodgson and Mark Davies (the men behind the clubs).

MICROPROSE

IT'S BEST TO START as a Novice: although you can't improve your handicap or save profiles, you can concentrate on the basics – course strategy and power. When it comes to short pitching, you'll need to learn from experience how much power to apply to get the distance needed.

Watch your club distances and use the binoculars to check your landing area for hidden traps. Check your lie: if the ball's in deep grass you won't get the usual power. When playing with handicaps, remember the wind.

TEEING UP

This is the one time you're guaranteed a perfect lie and flat ground, yet this shot often goes wrong, leaving you in the rough. Think about your strategy for the hole and play sensibly. Use the tee icon to increase your options; move across the tee to straighten out dog-leg holes and to get a better view around trees. Tee off from the highest position when you want to increase your pitch distance to clear a hazard, but beware that this makes the shot more difficult. You'll get a longer overall distance from the lower tee position if there's a headwind.

PUTTING

Putting is a whole new game in itself. Remember that the halfway mark on the putting meter represents the optimum flat power, whatever the distance of the putt. Hit harder if the putt is uphill or less hard if downhill – check the slope by clicking the right mouse button to see the path to the hole from side on. The only other thing to worry about is the sideslope – use the grid icon to see whether this is left-to-right or right-to-left and compensate by playing to the left or to the right respectively.

Expert putters should take note of the speed of the green they are playing on. Fast greens provide a very slippery surface – the ball will travel slower on its way to the hole, so you need to compensate more for the slope. Wind is more likely to push the ball off course on a fast green.

Always try to pitch below the hole if there's a slope (check with the grid before your pitch): an uphill putt is easier than a downhill. When you start saving your profile, an average of 1.5 putts per green is very good, but lower putting averages are possible – obviously 1.0 is perfect.

STANCE

MicroProse Golf allows you to alter your stance and move your feet relative to the ball, so you can adapt for the slope you're playing off and use a range of special shots. With the stance closed (left foot moved in) it's easier to play the draw shot (slightly hooked to the left), while a fade is easier with the stance open. The open stance is also useful for playing off steep right-to-left slopes, and vice-versa for the closed stance. If you're unsure, stick to the default 'square-on' position.

Positioning the ball between your feet has a totally different effect. The driver is naturally played with the ball at the very front of your stance, near the left foot; this increases the loft and decreases backspin for further distance. Shorter clubs are usually played with the ball much further back (remember that you move your feet relative to the ball as, once in play, it's illegal to reposition the ball). If you alter the position greatly from the default, you risk reducing the power you can apply to the shot, but you might want to play the ball from the back of the stance to compensate for a fluffy lie, or to generate more backspin to stop a short pitch.

WIND

The highest winds are on the links course, Mountsummer Point, but the most unpredictable gusts are at Fairdale Park. When playing in a wind, remember that the lower and harder your shot, the less it will be affected. Use a low tee to punch into a headwind, but put the tee up to benefit from the increased distance possible with a tailwind. For approach shots, take anything up to four clubs more in a strong headwind.

A strong crosswind can be a problem. Medium-length approach shots are most at risk – longer clubs with lower loft angles won't be pushed off course so much, and for short pitches (30 yards or less) the ball won't rise high enough to get into the stronger wind levels. You'll have to learn by experience, but remember to aim well to the left or the right for those high-wind approach shots; beginners almost always under compensate. Use the Reverse View camera to assess the wind's full effect on a shot.

BUNKER PLAY

Don't despair if you land in a greenside bunker – master the sand iron and you'll be able to play to the pin every time. Remember that the sand wedge has a very high loft, which is important to scoop the ball out of a buried lie. The sand wedge is sensitive to the slope it is played off – when playing from the back of the bunker you are likely to be playing off a downslope; the shot will travel lower, and will gain more forward distance than you expect. Conversely, from the front face of the bunker, the ball will come down vertically and backspin towards you. Bear this in mind when setting the power of the shot.

If you've taken in all the advice you should notice an immediate effect on your scores. The rest takes practice and the best way to get this is to play in one of the longer tournaments. You'll have a chance to master a single course over two or four competitive rounds, and you'll learn to perform under pressure. Soon you'll become a real pro, start beating the head-to-head players and maybe even challenge the course records (which stand between nine and 14 under par).

THE 6 HARDEST HOLES

Ballybrook Hole 18 (Par 5)
First Shot: Use the far right tee position and tee up on the top position to gain enough height to clear the trees.
Second Shot: If you have anything other than a perfect lie, use a short pitch to the edge of the brook. From a good or fluffy lie, use a three wood to the right of the bunkers guarding the green, as it is large and has very difficult contours.

Ballybrook Hole 15 (Par 4)
First Shot: Play to the left side of the fairway, near the stream. It's up to you how far left to aim, it gets harder to carry the stream but leaves you further from the trees.
Second Shot: The green's long uphill slope will kill the bounce and leave you short. A good approach is to take two clubs more and underpower. The lower lofts on longer clubs will help you roll up the slope.

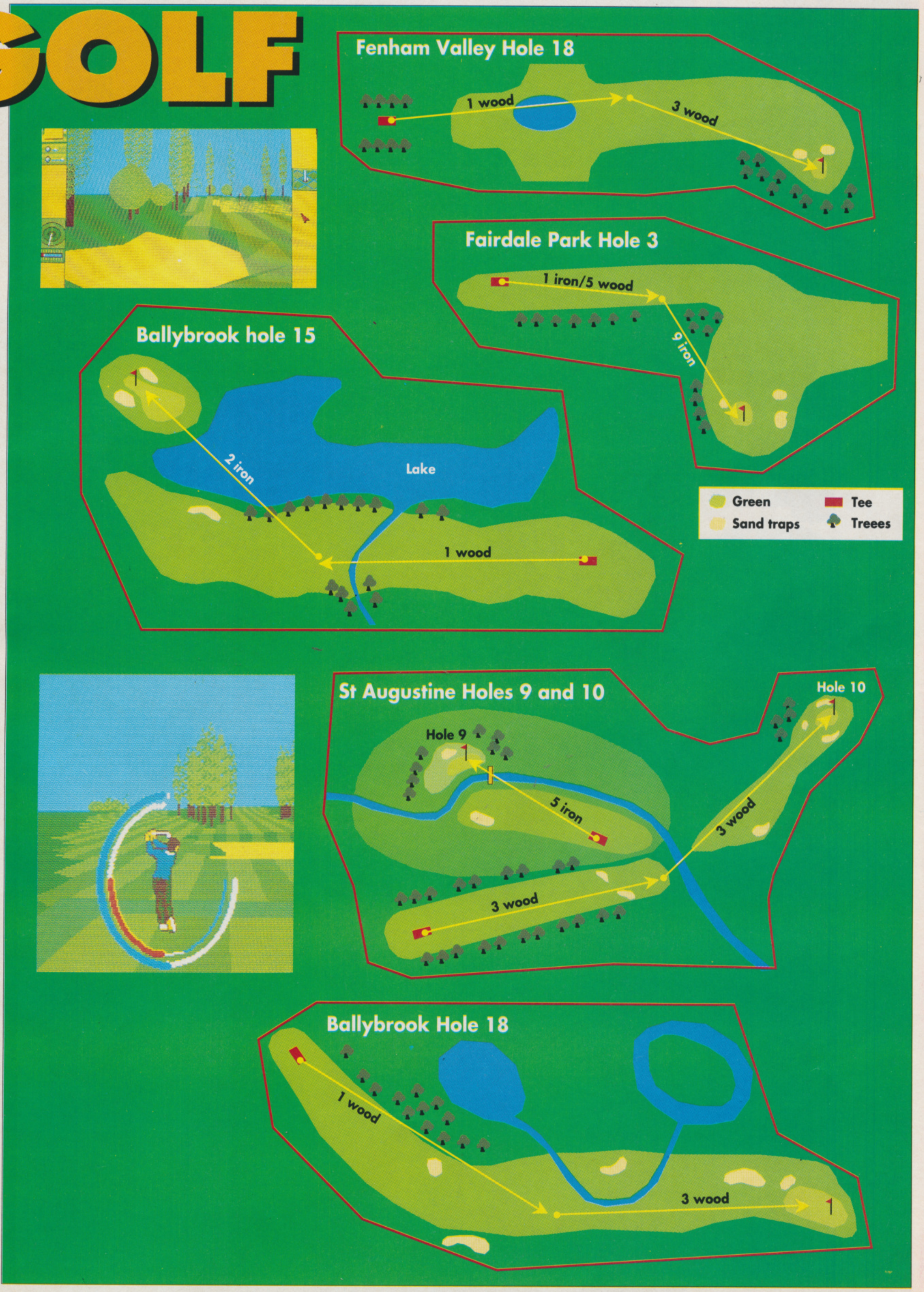
Fairdale Park Hole 3 (Par 4)
First Shot: The fairway is very narrow, so aim down the middle using a five wood or a one iron for accuracy. You should stop in the gap between the copses on the right-hand side.
Second Shot: The green slopes right to left so aim right to compensate for the kick on pitching. Don't be afraid of the trees since a full-power nine iron has sufficient loft to clear them.

St Augustine Hole 9 (Par 3)
Unless you've a scratch handicap, you'll be playing off the front tee which is 30 yards forward, giving a clearer view of the green. Target the right side of the green as the slopes will funnel the ball to the left. Don't worry if you tee from the back, but pitch accurately – otherwise you'll be three-putting.

St Augustine Hole 10 (Par 4)
First Shot: Get as close as possible to the water's near edge to have a chance of reaching the green. An overpowered three wood is ideal.
Second Shot: The green is hidden by obstacles, but by using a three wood and aiming for the right-hand side of the green, you should make par.

Fenham Valley Hole 18 (Par 5)
First Shot: The lake looks threatening, but keep your cool, raise your tee and it will be easy to clear. You should pitch to the left hand side of the fairway for a good view of the green.
Second Shot: A three wood over the trees and bunkers is possible, but the green is small. Check it before your shot to see if the flag is on the closer or the lower, back tier. It's best to play a long iron short of the bunkers and then pitch to the pin.

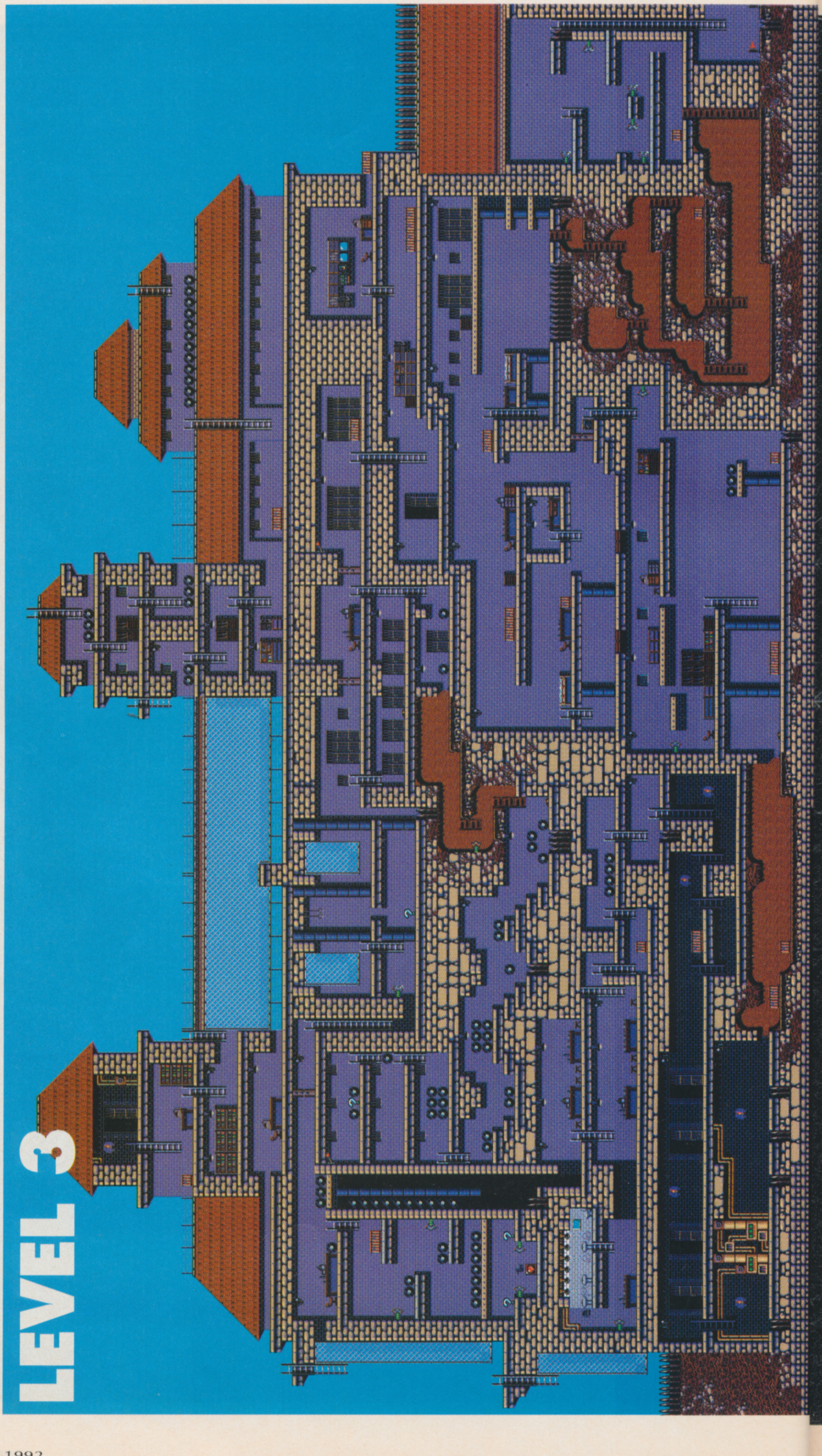
E GOLF

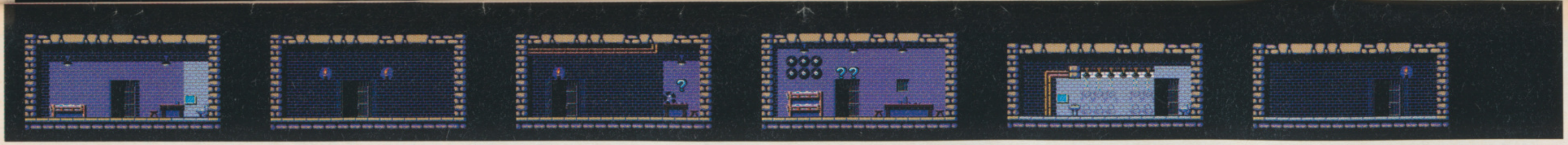

Fenham Valley Hole 18
1 wood
3 wood
Fairdale Park Hole 3
1 iron/5 wood
9 iron
Ballybrook hole 15
2 iron
Lake
1 wood
Green
Tee
Sand traps
Treees
St Augustine Holes 9 and 10
Hole 10
Hole 9
5 iron
3 wood
3 wood
Ballybrook Hole 18
1 wood
3 wood

We made you wait an extra month for 'em, but I'm sure you'll agree, they're worth it. Titus, Palace and a whole bunch of people have combined their talents to bring you Levels 3 & 4.

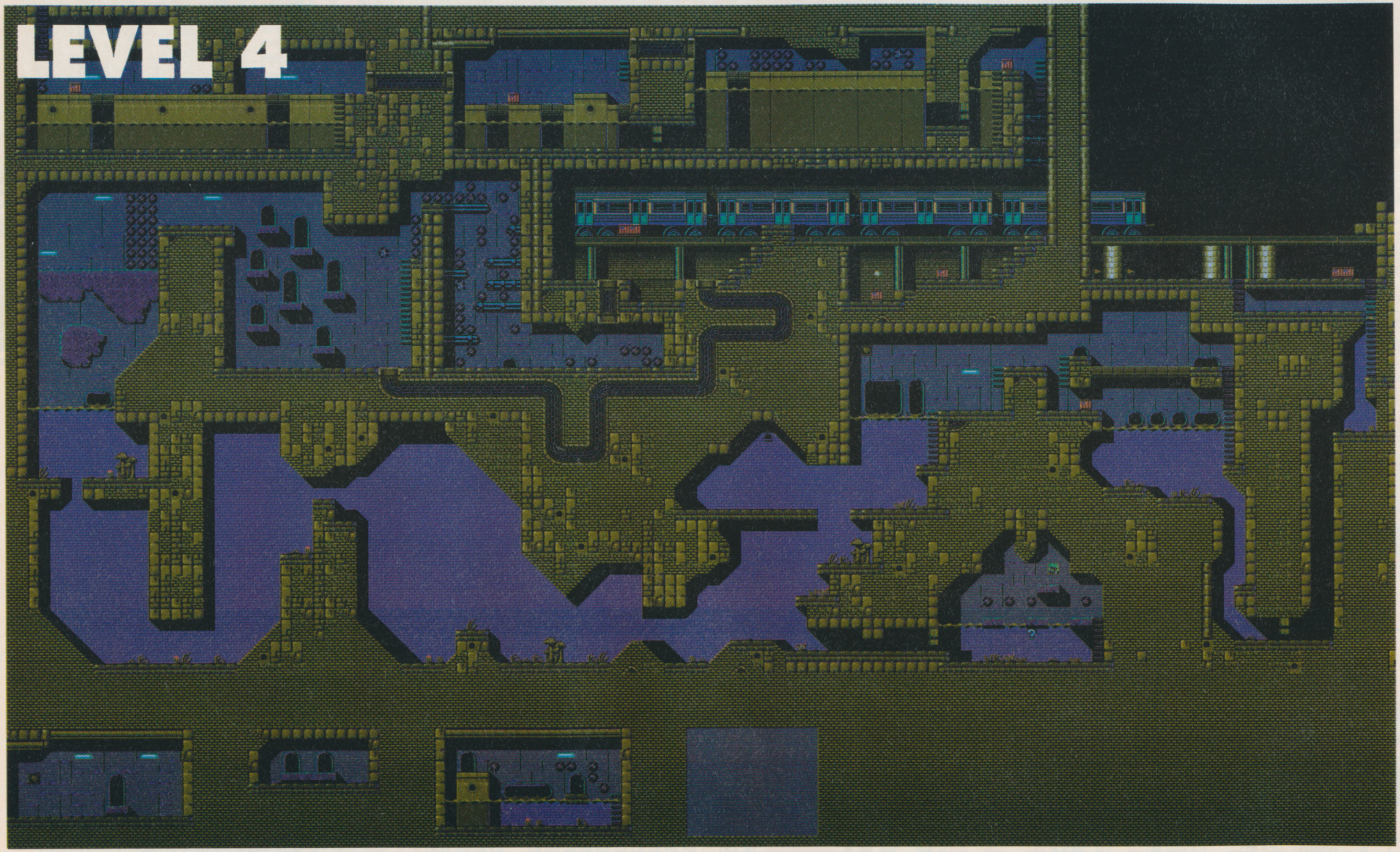
THE BLUES BROTHERS

LEVEL 3





LEVEL 4



BRIAN NESBITT'S HELPING HANDS

A new month, a new section. Level codes are the order of the day. Previously, I've avoided them like the plague, but due to overwhelming pressure (three African elephants and an irate editor standing on my back), I've decided to give them a section of their own. Prove your playing skills and send me some codes. What's happened to Lemmings, I hear you ask? Well, the little green fellas have been taking some time off over the past couple of months, preparing themselves for the Lemmings Data Disk which will be arriving on shop shelves near you soon. Once they do, rest assured, we'll have a Lemmings Data Disk Special for you. Now, get on with it...

Dear Brian,
I need some information on *Shadow Of The Beast 2*. What's Barloom's password? Where do you find the parchment and where's the Eastern Sea? If I know this information it would make life on the computer a little easier.
Andrew Chase, Norwich, Norfolk

The password changes with each game, but to find it either rescue the man suspended by a bat creature to the left of the start or go down past the boulder and up to the left (my memory's not what it was). I haven't a clue about the parchment, but the Eastern Sea can be found by going left, down then down the rope until you reach the large head (there's a very dirty joke in there somewhere, but I'm not going to say it).

Dear Brian,
I have just taken a break from pulling my hair out to write this letter. Please, please tell me:
1. How to get past the end of level guardian on level four of *Gods*?
2. What the handcuffs and the money are for in the Joker Plot of *Batman: The Caped Crusader*?
Anon, Minchinhampton, Gloucestershire

Apart from "Be skillful", the only help that I can give you with Gods is to ask you to refer to Issue 37, in which we printed the final section of our Gods Player's Guide. You should find things easier if you read the last paragraph on Axes. As for Batman, I have to confess that I don't actually know. Is there anyone out there who can help?

LEVEL CODES - LOTUS 2

Clive Dunby of Redcar is the winner of this month's Nigel Mansell's Fast Driver award. *Lotus 2* (to give it its non-full name) is the game and these are the codes that have won Clive a game:

Level 1	No code
Level 2	Twilight
Level 3	Pea Soup
Level 4	The Skids
Level 5	Peaches
Level 6	Liverpool
Level 7	Bagley
Level 8	E Bow

STAR TIP: MIDWINTER 2

Following our in-depth Player's Guide a few months back, it seems like you've all been forming resistance groups on the islands of Angora. Quite a few of you sent in this tip, but thefreedom fighter first out of the bag was Jason Currier of Hinckley in Leicestershire.

By liberating the following islands (in any order), every island automatically falls under your power:

Lobas	*Camargo*	*Dhafra*	*Djoum*
Ndola	*Makat*	*Ghazal*	*Satara*

Nice shooting kid, but don't get cocky. £50 worth of software is on its way.

CHEATS

VOYAGER
On the menu screen, type WHEN THE SWEET SHOWERS OF APRIL FALL then press 4 to access the cheat menu. The rest should be self-explanatory.

F-19 STEALTH FIGHTER
To get rid of any enemy planes, land at a nearby airfield (doesn't matter if it's good or bad) and wait around for a few minutes. Everyone should lose you from their radars and fly off.
FROM: CAROLINE TAYLOR, BRISTOL

TEST DRIVE 2
While playing the game, type in OUTRAN to outrun your opponents and police cars, AERF to double your acceleration and GASS to take you to the next gas station.

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On the high-score table, enter your name as IMMORTAL and you'll receive infinite Dizzys to play around with.
FROM: G.P. ROEBUCK, ROTHERHAM, S. YORKSHIRE

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Enter the following passwords for different effects:
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BRIAN NESBITT'S PLAYERS GUIDE

You've read the book, you've seen the film, you've played the game and you've crashed the plane. Now earn your wings with Graham 'Cool Hand' Boxhall, the product manager behind the sim.

GENERAL TIPS

ONE OF THE MOST IMPORTANT parts of the game is selecting the correct rank/level of play. There are six ranks, which combine with a whole host of other variables to give over 600 difficulty combinations.

To get experience of the different ranks it's a good idea to mix and match the rank and difficulty combinations. Try flying at captain level with super engines: this allows you to fight enemy MiGs at the highest ranks without the worry of stalling (see above right for tips on MiG killing).

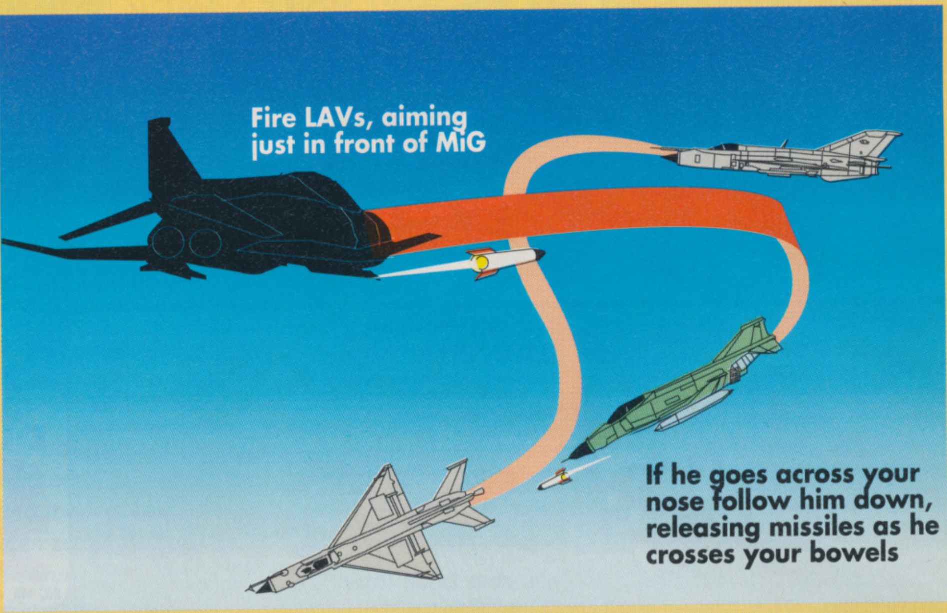
The higher ranks present targets which are harder to hit, so don't become too ambitious when flying the A6 or F4. Stick to your guns and don't do anything too radical. If you run low on weaponry or miss your target on a bombing run don't make another pass – they'll be waiting for you. Return to the Carrier and save your pilot for another day.

LANDING ON THE CARRIER

What goes up must come down, and the A6 is no exception. Fortunately, within the game the pilot can select End Mission and his score is totted up, so that he only loses 10 points. In fact by selecting End Mission he can regain 10 points as there's no chance of points being deducted for a dangerous landing.

There aren't any real tips for doing a full carrier landing except to continually use the autopilot's landing feature until you feel capable of reproducing the autopilot's landing pattern.

If you want to get the extra 10 points for a good touchdown, all you have to do is leave the landing in autopilot until the last second and take hold of the reins just before the plane lands.


Fire LAVs, aiming just in front of MiG
If he goes across your nose follow him down, releasing missiles as he crosses your bowels

SAMS, ANTI-AIRCRAFT ARTILLERY AND RIFLE FIRE

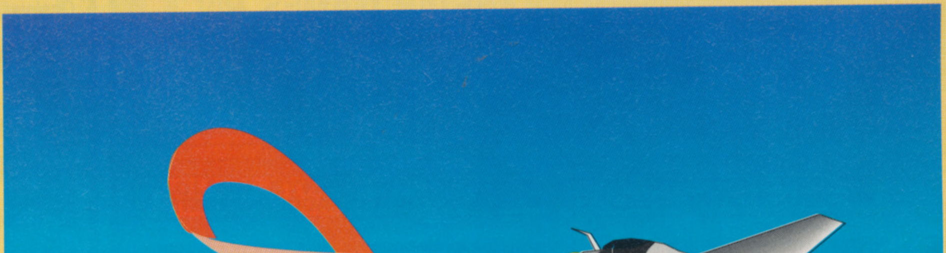
THE SA-2 IS A GROUND-BASED weapon and the first sign that you're approaching a missile site is usually the SAM warning light in the cockpit. It's generally best to plan a flight path which avoids the SAM sites, although this can be difficult. Pay heed to the information provided by the intelligence officers in the briefing. When you get more experienced you can create your own waypoints, bypassing the SAM sites.

If you do come across a SAM you should take evasive action: make a hard turn when it's almost on top of you (see below). This is a very difficult manoeuvre, but worth learning if you value your life.

Both the A6 and F4 can be equipped with an ECM pod (Electronic Counter Measures) which can fool ground-based SAM sites and the radar of MiG fighters. This does, however, have the disadvantage of making the plane heavy and slightly unmanageable.

To avoid AAA (Anti Aircraft Artillery) you should fly at above 3,000 ft and continually throw the plane from left to right, weaving a path through the flak.

Being shot down by rifle fire is extremely uncommon, but to prevent it from happening again, fly consistently above 3,000 ft. In general it's a case of balancing the need for survival with the need for detection.


CV
Make hard turn when SAM is almost on top of you

FLIGHT OF

FLYING THE A6

The mission that allows the player to get to grips with the plane with the greatest of ease is the first, Morning Song. It's the easiest because you don't tend to get intercepted by enemy MiGs and the primary and secondary targets are in close proximity to one another so that not much manoeuvring is required to hit both targets.

The flight path to the target is very straightforward and as with BARCAP doesn't take the aircraft too close to dangerous enemy territory. If the pilot is lucky he can complete this mission without going 'feet dry', so he doesn't have to take much notice of the intelligence provided by the land forces other than that the boats are moored at the entrance to an estuary, a useful landmark.

Unlike most other targets, a photograph isn't available but the targets are easily recognisable. Further questioning of the intelligence officers informs us that the area is defended by a small number of SAMs and AAA sites with MiG support, although this shouldn't worry you too much.

Weapon choice is extremely important in this mission. The Master Of Arms will give you Mk82 bombs, but you should exchange these for a greater number of Walleyes or an ECM pod. The Lav 3As can be dispensed with in favour of Walleyes as you shouldn't plan to do any dog-fighting in this little baby.

On the carrier deck get your REVS up to 100 per cent and prepare for take off. Without lifting the gear and flaps the aircraft is likely to immediately plummet into the drink.

To prevent crashing from take-off you can select auto-pilot which will take the plane on its correct flight path. The flight to the target can be long and laborious, so it's advisable to switch into accelerated mode.

The A6 won't climb very quickly at first, flying at around 650 feet. After around a minute it will climb to around 2,000 feet and continually upwards at a speed of 206 knots. Turn on the ECM pod now. Auto pilot is slowly moving forwards and upwards to the target at 80 percent thrust in a northerly path. Speed is a constant 206 knots. At 60 miles from the target the plane has climbed to 11,000 feet.

As there isn't really that much to do you can switch to your wingman as you will go into auto-pilot. He'll follow you in to the target and try and clean up on anything that you miss.

At 13 miles from the target start preparing your attack. Come out of autopilot and accelerated mode and climb to 14,000 feet. Put on the pause key and switch to view key 7. Turn on the master arm switch and select Walleye if you have not already done so.

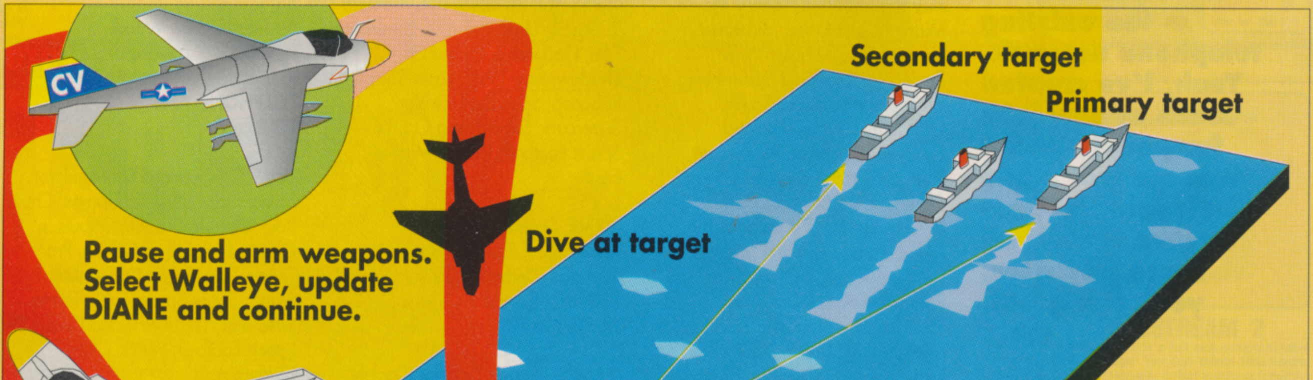
Now switch to cockpit view 6 and release pause. Update DIANE so that she is on attack and prepare to make a steep dive to the target. The primary target is the boat to the furthest right of the trio. You may need to climb quite steeply before you can dive at the target to get the target cursor onto it. If you're precise in your aiming you can hit the target from 12 miles, giving yourself plenty of time to line up for the secondary target.

Release the Walleye and then use the Backspace key to arm the other Walleye. Using the rudder key (Ctrl and left arrow) sidle along to the secondary target, the boat to the furthest left of the trio, and line up the cross hair and fire.

Both targets should be successfully hit and you should now return home as quickly as you can. Avoid going too close to the land as this may trigger a MiG patrol.

SENSITIVITY

Both the A6 and F4 can feel rather 'heavy' to fly. To speed up the responsiveness of your aircraft, use either the F3 or F4 keys (to increase or decrease sensitivity respectively).


Secondary target
Primary target
Dive at target
Pause and arm weapons. Select Walleye, update DIANE and continue.
CV
12 miles to target
Deselect autopilot and climb to 14,000 ft

THE INTRUDER

BRIAN NESBITT'S

CONTACTS

I had a communiqué recently from my friends at British Telecom, bestowing their thanks upon me for all the extra work that the Contacts service has provided them with. It seems that no sooner did those first four names get printed, way back in Issue 32, than their lines almost overloaded. You know that Mercury lot? They only started cos I put so much pressure on the existing telephone network. Yeah, I've created loads of new jobs for people and it was me wot made Sir Iain Vallance give 'imself all those pay rises, yeah I'm great, me...

NAME: Richard Davey
ADDRESS: 10 Oak Drive, Portishead, Bristol, Avon, BS20 8QS
TELEPHONE: 0272 843241
TIMES: Monday – 4.00pm to 9.00pm

GAMES: Afterburner, After The War, APB, Arkanoid 2, Archipelagos, Axel's Magic Hammer, Baal, Barbarian (Psygnosis), Bard's Tale, Batman The Movie, Better Dead Than Alien, Beverly Hills Cop, Bio Challenge, Black Tiger, Blood Money, Bombuzal, Chase HQ, Continental Circus, Corruption, Crackdown, Crazy Cars, Cybernoid 1 & 2, D.A.A.N.E., Daley Thompson's Olympic Challenge, Defender Of The Crown, Dogs Of War, Double Dragon 1 & 2, Dragon Scape, Dragon Spirit, Dynasty Wars, Eliminator, E-Motion, Empire Strikes Back, Eye Of Horus, Falcon, Fernandez Must Die, Fighter Bomber, Fish, Flying Shark, Forgotten Worlds, Fusion, Gemini Wing, Ghosts 'n' Goblins, Ghostbusters 2, Giganoid, Goldrunner, Ikari Warriors, Impact, Impossamole, International Karate +, Interphase, Ivanhoe, Jumping Jackson, King's Quest 4, Klax, Knight Orc, LED Storm, Leonardo, Maria's Xmas Box, Mickey Mouse, Midnight Resistance, Midwinter, Navy Moves, Nebulus, New Zealand Story, Ninja Spirit, Ninja Warriors, North And South, Onslaught, Outrun, Pacland, Pipemania, Platoon, Powerplay, Predator, Prophecy, Puffy's Saga, Quadralien, Rally Cross Challenge, R-Typo, Rambo 3, Return Of The Jedi, Return To Genesis, Rick Dangerous, Rings Of Medusa, Roadbalsters, Robocop, Rolling Thunder, SDI, Shackled, Shinobi, Silkworm, Skate Tribe, Spherical, Starglider 2, Star Goose, Starray, Star Wars, Street Fighter, Strider, Stryx, Super Hang-On, Thunderbirds, Total Recall, Treasure Island Dizzy, Turbo Outrun, Uninvited, Untouchables, Vigilante, Virus, Voyager, Weird Dreams, Wicked, World Games, Xenomorph, Xenon 2, X-Out, Xybots, Zak McKracken And The Alien Mindbenders.

NAME: Mark Horne
ADDRESS: 20 Chestnut Close, Sawtry, Huntingdon, Cambridgeshire, PE17 5RA
TELEPHONE: n/a
TIMES: n/a

GAMES: Arkanoid 2, Batman The Movie, Buggy Boy, Fantasy World Dizzy, Golden Axe, Ikari Warriors, Indiana Jones And The Last Crusade, Little Puff, Prince Of Persia, Robocop, Spy Vs Spy 3, Summer Olympiad, Teenage Mutant Hero Turtles, Treasure Island Dizzy.

NAME: Richard Harrison
ADDRESS: 24 Laceby Close, Bramley, Rotherham, S. Yorkshire, S66 0YF
TELEPHONE: n/a
TIMES: n/a

GAMES: Blood Money, Bombuzal, Chase HQ, Crackdown, Cybernoid 2, Double Dragon 1 & 2, Eliminator, Elite, Gauntlet 2, Hound Of Shadow, Italy 1990, Laser Squad, Robocop, Speedball, Strider, Supercars, Super Hang-On, TV Sports Football, War In Middle Earth.

NAME: Stephen Goodwin
ADDRESS: 7 Coxon Street, Spondon, Derby, DE2 7JF
TELEPHONE: n/a
TIMES: n/a

GAMES: Blazing Thunder, Double Dragon, F-19 Stealth Fighter, Golden Axe, Ikari Warriors, Indiana Jones And The Last Crusade (Action), Lemmings, Lotus Esprit Turbo Challenge, Midnight Resistance, Navy Seals, Outrun, Paperboy, Powerdrift, Predator 2, Robocop 1 & 2, Speedball 2, Summer Olympiad, Supercars 2, Super Sprint, Turrican, Viz.

NAME: Giles Cook
ADDRESS: 19 Stonebridge Avenue, Bury St. Edmunds, Suffolk, IP33 2JZ
TELEPHONE: 0284 762660
TIMES: Monday to Friday – 5.00pm to 8.00pm

GAMES: Afterburner, Blood Money, Bombjack, Bubble Bobble, Buggy Boy, California Games, Carrier Command, Crazy Cars, Daley Thompson's Olympic Challenge, Double Dragon 1 & 2, Dynamite Dux, Fighter Bomber, Gauntlet, James Pond, Kick Off 1 & 2, Lemmings, Magic Pockets, Narc, Ninja Warriors, Outrun, Panza Kick Boxing, Power Drift, Pro Tennis Tour, Red Heat, Robocop 1 & 2, Sherman M4, Shinobi, Skidz, Space Harrier, Speedball, Spy Who Loved Me, Stunt Car Racer, Super Cars, Super Ski, Super Sprint, Teenage Mutant Hero Turtles, Xenon.

NAME: Andrew Wood
ADDRESS: 3 Trevone Close, Knutford, Cheshire, WA16 9EJ
TELEPHONE: n/a
TIMES: n/a

GAMES: Advanced Ski Simulator, Bombuzal, California Games, Chuck Rock, Double Dragon, Ghouls 'n' Ghosts, Kick Off 2, Outrun, Pro Tennis Tour, Secret Of Monkey Island, Super Sprint, Table Tennis Simulator, Treasure Island Dizzy, TV Sports Football, World Class Leaderboard.

IF YOU ARE GOING to use a Contact, then please follow these two guidelines:

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2. Please send an S.A.E. for written queries.

So you think you've got what it takes to be a Contact? You think that you can stand the pressure of answering 20 phone calls a minute while writing seven replies? Okay, send us your details as described and we'll weed out the men from the boys.

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WARNING!!

Get your parents' permission before you send in your details. That's more like it, clear, concise, to the point. Why can't all things in life be like this small piece of text? Things would be so much better if everybody just cut out the waffle and got straight to the point. Yessiree Bob...

Goodbye-ee, goodbye-ee. Wipe a tear, baby dear, from your eye-ee. Thank you, thank you. Before I say goodnight and leave the stage I must just leave you with one thought: . How's that for deep? Right, one more time. Goodbye-ee, goodbye-ee. Wipe a tear...

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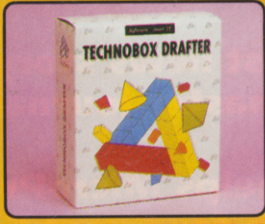

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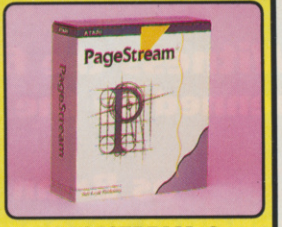

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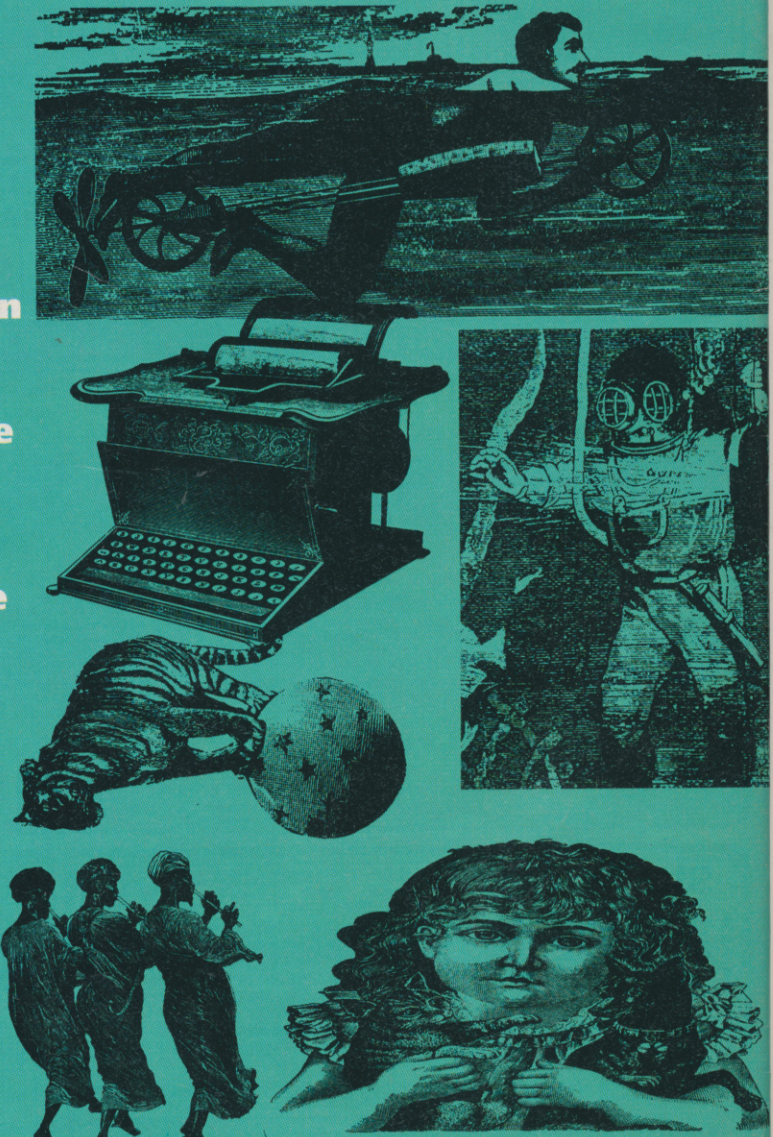

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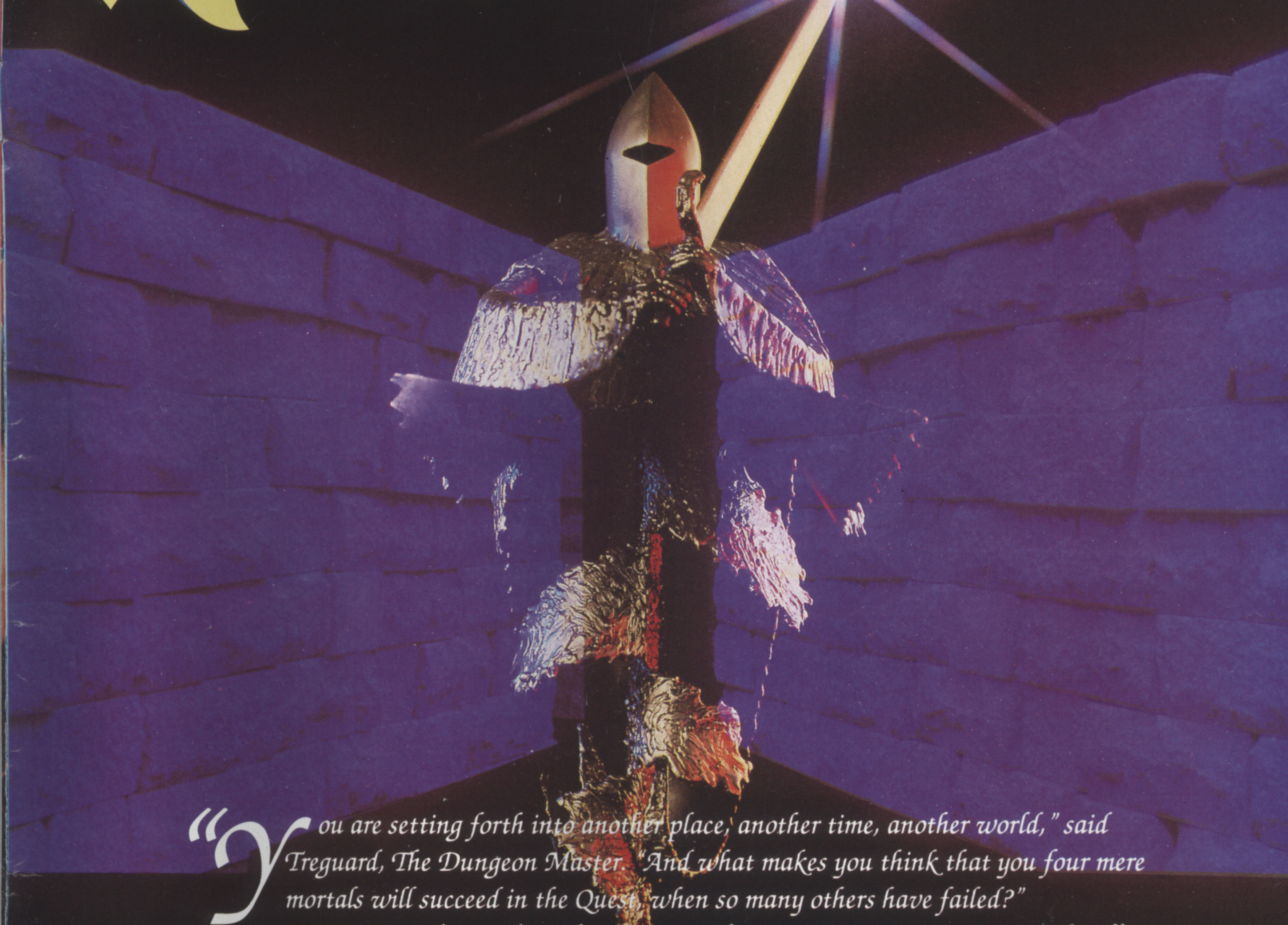
All this and plenty more in the next issue of The One For ST Games, available on 28th January 1992.

Knightmare



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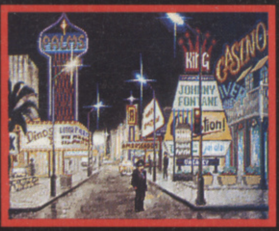

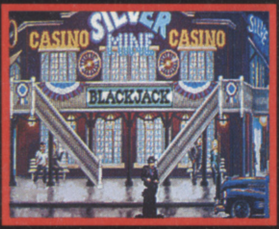

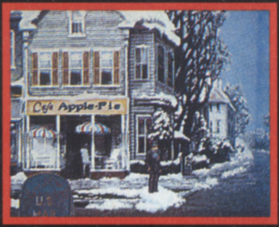

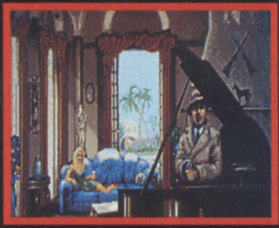

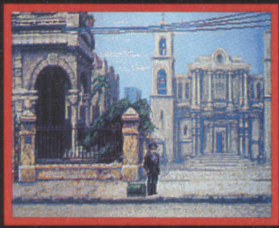

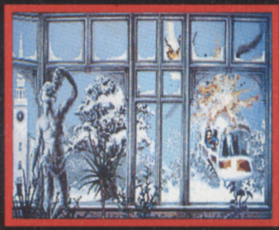

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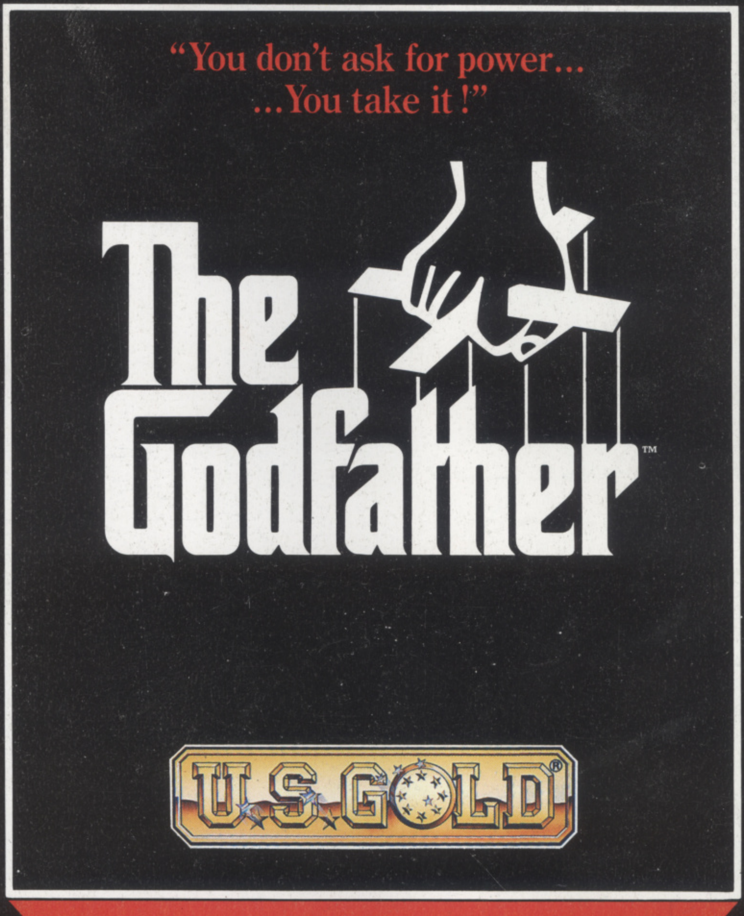

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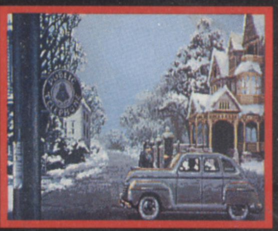

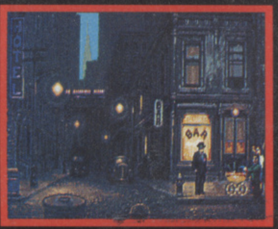

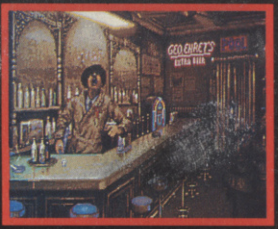

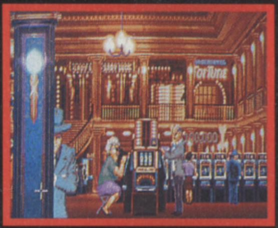

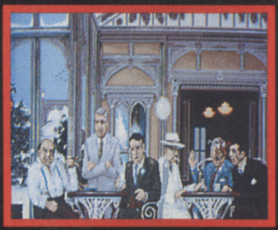

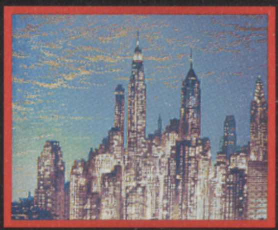

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